

Unique solved — rfpermen

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

Sort: Problem rating · easier first

Filters: none

Count: 8,675

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,899 global accepts · Rating: 800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[rfpermen's solution](#)

5.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

6.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,236 global accepts · Rating: 800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[rfpermen's solution](#)

7.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,169 global accepts · Rating: 800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

8.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

9.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,539 global accepts · Rating: 800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

10.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,983 global accepts · Rating: 800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

11.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

12.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

13.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

14.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,353 global accepts · Rating: 800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

15.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,466 global accepts · Rating: 800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[rfpermen's solution](#)

16.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

17.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[rfpermen's solution](#)

18.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,448 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

19.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

20.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

21.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

22.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[rfpermen's solution](#)

23.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,780 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

24.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

25.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

26.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,700 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

27.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,083 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

28.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,082 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[rfpermen's solution](#)

29.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: games
[rfpermen's solution](#)

30.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

31.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

32.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

33.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[rfpermen's solution](#)

34.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

35.

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[rfpermen's solution](#)

36.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

37.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

38.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,734 global accepts · Rating: 800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

39.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

40.

2170A

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

Quality: 19,925 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[rfpermen's solution](#)

41.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

42.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

43.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,545 global accepts · Rating: 800 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

44.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[rfpermen's solution](#)

45.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[rfpermen's solution](#)

46.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[rfpermen's solution](#)

47.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

48.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: math
[rfpermen's solution](#)

49.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[rfpermen's solution](#)

50.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

51.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

52.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[rfpermen's solution](#)

53.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

54.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

55.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

56.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

57.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,817 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[rfpermen's solution](#)

58.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,458 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

59.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

60.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[rfpermen's solution](#)

61.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

62.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

63.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-10-20 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

64.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[rfpermen's solution](#)

65.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[rfpermen's solution](#)

66.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

67.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

68.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

69.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

70.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

71.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

72.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

73.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

74.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

75.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[rfpermen's solution](#)

76.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

77.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

78.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[rfpermen's solution](#)

79.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

80.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[rfpermen's solution](#)

81.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[rfpermen's solution](#)

82.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

83.

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

84.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[rfpermen's solution](#)

85.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

86.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

87.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

88.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

89.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

90.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

91.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

92.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

93.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

94.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

95.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[rfpermen's solution](#)

96.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,281 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

97.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

98.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

99.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

100.

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

101.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

102.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

103.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

104.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

105.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

106.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

107.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

108.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[rfpermen's solution](#)

109.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[rfpermen's solution](#)

110.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

111.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[rfpermen's solution](#)

112.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

113.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)

114.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

115.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

116.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

117.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

118.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

119.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

120.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[rfpermen's solution](#)

121.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

122.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

123.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

124.

2092A

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

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[rfpermen's solution](#)

125.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

126.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

127.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

128.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[rfpermen's solution](#)

129.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

130.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

131.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[rfpermen's solution](#)

132.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

133.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

134.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

135.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

136.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[rfpermen's solution](#)

137.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[rfpermen's solution](#)

138.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

139.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

140.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

141.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

142.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

143.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: strings
[rfpermen's solution](#)

144.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

145.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

146.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[rfpermen's solution](#)

147.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,281 global accepts · Rating: 800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: strings
[rfpermen's solution](#)

148.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

149.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

150.

2065A

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

Quality: 55,631 global accepts · Rating: 800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

151.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

152.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[rfpermen's solution](#)

153.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[rfpermen's solution](#)

154.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,838 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

155.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

156.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[rfpermen's solution](#)

157.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

158.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

159.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

160.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[rfpermen's solution](#)

161.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[rfpermen's solution](#)

162.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

163.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

164.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

165.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

166.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[rfpermen's solution](#)

167.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

168.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

169.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

170.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

171.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

172.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[rfpermen's solution](#)

173.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[rfpermen's solution](#)

174.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

175.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[rfpermen's solution](#)

176.

2033A

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

Quality: 41,162 global accepts · Rating: 800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

177.

2024A

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

Quality: 23,016 global accepts · Rating: 800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

178.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

179.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[rfpermen's solution](#)

180.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[rfpermen's solution](#)

181.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[rfpermen's solution](#)

182.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

183.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

184.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

185.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

186.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

187.

2008C

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

Quality: 36,479 global accepts · Rating: 800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

188.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[rfpermen's solution](#)

189.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,790 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[rfpermen's solution](#)

190.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

191.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

192.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

193.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[rfpermen's solution](#)

194.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

195.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

196.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[rfpermen's solution](#)

197.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[rfpermen's solution](#)

198.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

199.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, math
[rfpermen's solution](#)

200.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

201.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

202.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

203.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[rfpermen's solution](#)

204.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

205.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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206.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[rfpermen's solution](#)

207.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

208.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

209.

1980B

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Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[rfpermen's solution](#)

210.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

211.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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212.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,916 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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213.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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214.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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215.

1945A

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Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

216.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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217.

1931B

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Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

218.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

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219.

1927A

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Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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220.

1993A

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221.

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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222.

1898A

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Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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223.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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224.

1942A

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225.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[rfpermen's solution](#)

226.

1884A

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Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

227.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

228.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[rfpermen's solution](#)

229.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

230.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

231.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

232.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

233.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[rfpermen's solution](#)

234.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

235.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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236.

1836A

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Quality: 21,434 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

237.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

238.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[rfpermen's solution](#)

239.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[rfpermen's solution](#)

240.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

241.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

242.

1838A

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243.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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244.

1972A

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245.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

246.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[rfpermen's solution](#)

247.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

248.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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249.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

250.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

251.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[rfpermen's solution](#)

252.

1978B

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Quality: 25,334 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[rfpermen's solution](#)

253.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[rfpermen's solution](#)

254.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

255.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation
[rfpermen's solution](#)

256.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation
[rfpermen's solution](#)

257.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
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258.

1850C

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Quality: 53,541 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

259.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

260.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

261.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,161 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
[rfpermen's solution](#)

262.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[rfpermen's solution](#)

263.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

264.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,706 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

265.

1971A

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Quality: 59,480 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

266.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

267.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,932 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

268.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

269.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[rfpermen's solution](#)

270.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

271.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,092 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

272.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[rfpermen's solution](#)

273.

1831A

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Quality: 46,299 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

274.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

275.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[rfpermen's solution](#)

276.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

277.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

278.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

279.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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280.

1925A

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Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[rfpermen's solution](#)

281.

1903A

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Quality: 79,625 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[rfpermen's solution](#)

282.

1977A

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Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math

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283.

1918A

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[rfpermen's solution](#)

284.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

285.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

286.

1929A

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Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

287.

1919B

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Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

288.

1919A

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[rfpermen's solution](#)

289.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

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290.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
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291.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

292.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

293.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

294.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

295.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

296.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

297.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[rfpermen's solution](#)

298.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

299.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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300.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math

[rfpermen's solution](#)

301.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[rfpermen's solution](#)

302.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

303.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

304.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

305.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: strings

[rfpermen's solution](#)

306.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

307.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

308.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, number theory

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309.

1625A

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Quality: 18,286 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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310.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[rfpermen's solution](#)

311.

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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312.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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313.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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314.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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315.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
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316.

1787A

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317.

1825A

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318.

1805B

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319.

1805A

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320.

1775A1

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321.

1798A

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322.

1656A

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323.

1735A

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324.

1515A

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Quality: 21,121 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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325.

1658B

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Quality: 19,543 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[rfpermen's solution](#)

326.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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327.

1686B

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Quality: 19,343 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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328.

1686A

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Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

329.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

330.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

331.

1615A

[Closing The Gap](#) · [Tutorial](#)

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332.

1720B

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math, sortings

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333.

1688B

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[rfpermen's solution](#)

334.

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

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335.

1638A

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[rfpermen's solution](#)

336.

1708A

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[rfpermen's solution](#)

337.

1777A

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338.

1774A

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339.

1637A

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340.

1731A

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341.

1694A

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[rfpermen's solution](#)

342.

1635B

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[rfpermen's solution](#)

343.

1635A

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344.

1806A

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[rfpermen's solution](#)

345.

1647A

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346.

1706A

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347.

1754B

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348.

1754A

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349.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
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350.

1715A

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351.

1748A

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352.

1712B

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353.

1712A

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[rfpermen's solution](#)

354.

1758A

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Quality: 27,048 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
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355.

1711A

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356.

1719B

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357.

1719A

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358.

1788A

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359.

1768A

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360.

1566B

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361.

1566A

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362.

1665A

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363.

1684B

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364.

1684A

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365.

1646B

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366.

1646A

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367.

1629B

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368.

1629A

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369.

1554A

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370.

1632A

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371.

1691A

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1921B

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373.

1921A

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374.

1914B

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375.

1914A

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376.

1907A

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377.

1955A

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378.

1899A

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Quality: 92,745 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

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379.

1883A

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380.

1881A

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381.

1846B

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Quality: 28,917 global accepts · Rating: 800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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382.

1846A

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383.

1843C

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384.

1843B

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385.

1843A

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386.

1619B

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387.

1619A

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Quality: 62,821 global accepts · Rating: 800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

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388.

1950C

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389.

1950B

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390.

1950A

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391.

1551B1

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Quality: 31,324 global accepts · Rating: 800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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392.

1611B

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Quality: 31,914 global accepts · Rating: 800 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[rfpermen's solution](#)

393.

1935A

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Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

394.

1946A

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Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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395.

1923A

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Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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396.

1922A

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397.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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398.

1944A

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Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

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399.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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400.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

401.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: strings

[rfpermen's solution](#)

402.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[rfpermen's solution](#)

403.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,895 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

404.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

405.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

406.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

407.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[rfpermen's solution](#)

408.

1926A

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

Quality: 62,194 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

409.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[rfpermen's solution](#)

410.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

411.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

412.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

413.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

414.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

415.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

416.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

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417.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

418.

1621A

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[rfpermen's solution](#)

419.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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420.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

421.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

422.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[rfpermen's solution](#)

423.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

424.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

425.

1551A

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Quality: 58,354 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

426.

648B

[B = 505D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

427.

1721A

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[rfpermen's solution](#)

428.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

429.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

430.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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431.

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

432.

1680A

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Quality: 22,352 global accepts · Rating: 800 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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433.

1681B

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Quality: 21,037 global accepts · Rating: 800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

434.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[rfpermen's solution](#)

435.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

436.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

437.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[rfpermen's solution](#)

438.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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439.

1845A

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Quality: 47,346 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[rfpermen's solution](#)

440.

1841A

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Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[rfpermen's solution](#)

441.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

442.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

443.

1814A

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Quality: 51,449 global accepts · Rating: 800 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

444.

1809A

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Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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445.

1796A

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Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

446.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

447.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

448.

1894A

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Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

449.

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[rfpermen's solution](#)

450.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

451.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

452.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

453.

1895A

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Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

454.

1766A

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Quality: 46,009 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

455.

1890B

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Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

456.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,101 global accepts · Rating: 800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

457.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

458.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

459.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

460.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

461.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

462.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

463.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

464.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

465.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

466.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

467.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

468.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

469.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[rfpermen's solution](#)

470.

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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471.

1840A

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Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

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472.

1612A

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Quality: 18,211 global accepts · Rating: 800 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

473.

1878B

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Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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474.

1878A

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Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

475.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

476.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

477.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[rfpermen's solution](#)

478.

1873C

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Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

479.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

480.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

481.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

482.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[rfpermen's solution](#)

483.

1851A

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Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[rfpermen's solution](#)

484.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

485.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

486.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

487.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

488.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

489.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

490.

1862A

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Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[rfpermen's solution](#)

491.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[rfpermen's solution](#)

492.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

493.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

494.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

495.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

496.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

497.

1818A

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Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

498.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

499.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

500.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

501.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[rfpermen's solution](#)

502.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

503.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

504.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

505.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

506.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

507.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

508.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[rfpermen's solution](#)

509.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,029 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

510.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

511.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[rfpermen's solution](#)

512.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[rfpermen's solution](#)

513.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

514.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[rfpermen's solution](#)

515.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special
[rfpermen's solution](#)

516.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

517.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

518.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

519.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

520.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,714 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

521.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

522.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

523.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

524.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

525.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[rfpermen's solution](#)

526.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

527.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

528.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

529.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

530.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

531.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

532.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

533.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

534.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

535.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

536.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

537.

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

538.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

539.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

540.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

541.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

542.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

543.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[rfpermen's solution](#)

544.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

545.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

546.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

547.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

548.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

549.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[rfpermen's solution](#)

550.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

551.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

552.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[rfpermen's solution](#)

553.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[rfpermen's solution](#)

554.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[rfpermen's solution](#)

555.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[rfpermen's solution](#)

556.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

557.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

558.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

559.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

560.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

561.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

562.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

563.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

564.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

565.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

566.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

567.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

568.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

569.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

570.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

571.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[rfpermen's solution](#)

572.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

573.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

574.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

575.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[rfpermen's solution](#)

576.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

577.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

578.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

579.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

580.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

581.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[rfpermen's solution](#)

582.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

583.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

584.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

585.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

586.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

587.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

588.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[rfpermen's solution](#)

589.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[rfpermen's solution](#)

590.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

591.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

592.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

593.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

594.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

595.

1478A

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

Quality: 28,012 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

596.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

597.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

598.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

599.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

600.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

601.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

602.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

603.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

604.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

605.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

606.

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

607.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

608.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

609.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

610.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

611.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[rfpermen's solution](#)

612.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

613.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

614.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

615.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: games
[rfpermen's solution](#)

616.

1542A

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Quality: 51,634 global accepts · Rating: 800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math
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14A

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1560A

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717.

1389A

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1325A

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1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

825.

1108A

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826.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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827.

1102A

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828.

1085A

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829.

1099A

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830.

1091A

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831.

1081A

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Quality: 13,278 global accepts · Rating: 800 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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832.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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833.

1092A

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834.

1093A

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Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math
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835.

1092B

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[rfpermen's solution](#)

836.

1095A

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837.

1097A

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838.

1088A

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839.

306A

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840.

802G1

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841.

440A

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Quality: 8,919 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

842.

99A

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Quality: 7,724 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: strings
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843.

1056A

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[rfpermen's solution](#)

844.

22A

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Quality: 27,086 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

845.

678A

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Quality: 15,164 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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846.

747A

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Quality: 11,193 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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847.

735A

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[rfpermen's solution](#)

848.

710A

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[rfpermen's solution](#)

849.

620A

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[rfpermen's solution](#)

850.

46A

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Quality: 9,934 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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851.

794A

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[rfpermen's solution](#)

852.

169A

[Chores](#) · [Tutorial](#)

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[rfpermen's solution](#)

853.

873A

[Chores](#) · [Tutorial](#)

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[rfpermen's solution](#)

854.

104A

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[rfpermen's solution](#)

855.

760A

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[rfpermen's solution](#)

856.

964A

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[rfpermen's solution](#)

857.

954A

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[rfpermen's solution](#)

858.

673A

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Quality: 10,853 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

859.

1080A

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[rfpermen's solution](#)

860.

899A

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Quality: 11,097 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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861.

821A

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[rfpermen's solution](#)

862.

748A

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[rfpermen's solution](#)

863.

884A

[Book Reading](#) · [Tutorial](#)

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[rfpermen's solution](#)

864.

1061A

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865.

938A

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866.

900A

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867.

664A

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[rfpermen's solution](#)

868.

624A

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[rfpermen's solution](#)

869.

811A

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[rfpermen's solution](#)

870.

950A

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[rfpermen's solution](#)

871.

780A

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[rfpermen's solution](#)

872.

854A

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[rfpermen's solution](#)

873.

680A

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Quality: 13,293 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

874.

912A

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[rfpermen's solution](#)

875.

796A

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876.

38A

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Quality: 26,487 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

877.

401A

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Quality: 17,422 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

878.

851A

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879.

932A

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[rfpermen's solution](#)

880.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rfpermen's solution](#)

881.

181A

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882.

702A

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883.

1060A

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[rfpermen's solution](#)

884.

1043A

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Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

885.

629A

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Quality: 14,847 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[rfpermen's solution](#)

886.

939A

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Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs
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887.

898A

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Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

888.

937A

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[rfpermen's solution](#)

889.

609A

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Quality: 19,424 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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890.

946A

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[rfpermen's solution](#)

891.

1038A

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[rfpermen's solution](#)

892.

1047A

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Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

893.

672A

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[rfpermen's solution](#)

894.

999A

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[rfpermen's solution](#)

895.

918A

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[rfpermen's solution](#)

896.

454A

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Quality: 16,119 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

897.

1028A

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[rfpermen's solution](#)

898.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

899.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

900.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

901.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

902.

764A

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Quality: 17,100 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

903.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

904.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

905.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

906.

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

907.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

908.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

909.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

910.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

911.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,815 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
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912.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

913.

1077A

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[rfpermen's solution](#)

914.

822A

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Quality: 36,808 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[rfpermen's solution](#)

915.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

916.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

917.

245A

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Quality: 9,133 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

918.

658A

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

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919.

855A

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Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

920.

1031A

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Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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921.

994A

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922.

1064A

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923.

897A

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924.

1005A

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925.

1015A

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926.

1003A

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927.

835A

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928.

1006A

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929.

721A

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[rfpermen's solution](#)

930.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

931.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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932.

935A

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Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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933.

1030A

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Quality: 171,455 global accepts · Rating: 800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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934.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

935.

177A2

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

Quality: 8,564 global accepts · Rating: 800 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

936.

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

937.

32A

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Quality: 14,895 global accepts · Rating: 800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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938.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

939.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

940.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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941.

755A

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942.

148A

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Quality: 112,392 global accepts · Rating: 800 · first AC: 2018-08-04 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

943.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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944.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

945.

630A

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

Quality: 93,507 global accepts · Rating: 800 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rfpermen's solution](#)

946.

731A

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

Quality: 53,207 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

947.

749A

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Quality: 57,084 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

948.

785A

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Quality: 110,950 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

949.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

950.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,920 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

951.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[rfpermen's solution](#)

952.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

953.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

954.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rfpermen's solution](#)

955.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

956.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

957.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

958.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

959.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,585 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

960.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

961.

758A

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

Quality: 75,303 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

962.

581A

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

Quality: 84,956 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

963.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,560 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

964.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,833 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[rfpermen's solution](#)

965.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[rfpermen's solution](#)

966.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

967.

791A

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

Quality: 257,208 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

968.

723A

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

Quality: 100,713 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[rfpermen's solution](#)

969.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,086 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

970.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,526 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

971.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

972.

472A

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

Quality: 70,772 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

973.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,520 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

974.

344A

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Quality: 153,327 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

975.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

976.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

977.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,702 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

978.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,462 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

979.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

980.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

981.

71A

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

Quality: 503,241 global accepts · Rating: 800 · first AC: 2018-08-06 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

982.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

983.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

984.

486A

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

Quality: 154,139 global accepts · Rating: 800 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

985.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

986.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

987.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

988.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

989.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

990.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

991.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

992.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

993.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

994.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[rfpermen's solution](#)

995.

546A

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

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[rfpermen's solution](#)

996.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

997.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[rfpermen's solution](#)

998.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

999.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1000.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1001.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1002.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1003.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1004.

265A

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

Quality: 42,671 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1005.

262A

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

Quality: 22,449 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1006.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1007.

378A

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

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[rfpermen's solution](#)

1008.

330A

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Quality: 31,442 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1009.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,505 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1010.

510A

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Quality: 105,911 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1011.

490A

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Quality: 71,006 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1012.

469A

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Quality: 121,198 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1013.

443A

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

Quality: 112,047 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1014.

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

1015.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1016.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,526 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1017.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

1018.

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1019.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,777 global accepts · Rating: 800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1020.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[rfpermen's solution](#)

1021.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

1022.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1023.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,341 global accepts · Rating: 800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[rfpermen's solution](#)

1024.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1025.

155A

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

Quality: 93,664 global accepts · Rating: 800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

1026.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1027.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,417 global accepts · Rating: 800 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1028.

144A

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

Quality: 121,404 global accepts · Rating: 800 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1029.

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1030.

61A

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

Quality: 136,208 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1031.

80A

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

Quality: 66,304 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

1032.

266A

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Quality: 244,551 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1033.

110A

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

Quality: 199,493 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1034.

281A

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[rfpermen's solution](#)

1035.

59A

[Word](#) · [Tutorial](#)

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[rfpermen's solution](#)

1036.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,730 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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1037.

32B

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1038.

263A

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Quality: 317,987 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1039.

266B

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Quality: 166,078 global accepts · Rating: 800 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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1040.

1013A

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[rfpermen's solution](#)

1041.

1009A

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1042.

992A

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Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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1043.

984A

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Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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1044.

978B

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1045.

978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1046.

976A

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1047.

977A

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1048.

965A

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1049.

952A

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1050.

888A

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1051.

302A

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Quality: 9,761 global accepts · Rating: 800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1052.

837A

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1053.

832A

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1054.

831B

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1055.

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation, math

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1056.

2210B

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Quality: 17,542 global accepts · Rating: 900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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1057.

2209B

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1058.

2200C

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1059.

2195B

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1060.

2185C

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1061.

2178B

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2157B

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1063.

2166B

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2169A

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1065.

2171B

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1066.

2140B

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1068.

2148C

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1069.

2137B

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2125B

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1071.

2132B

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1072.

2149C

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Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1073.

2102B

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Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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1074.

2102A

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Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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1075.

2110B

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Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: strings
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1076.

2085A

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1077.

2114B

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Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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1078.

2062B

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1079.

2106B

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1080.

2094C

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1081.

2093B

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1082.

2072B

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1083.

2060C

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[rfpermen's solution](#)

1084.

2048B

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[rfpermen's solution](#)

1085.

2042B

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[rfpermen's solution](#)

1086.

2047B

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Quality: 19,248 global accepts · Rating: 900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings
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1087.

1267B

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1088.

2031B

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1089.

2028A

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1090.

2026A

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1091.

2035B

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1092.

2033B

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1093.

2013B

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1094.

2005A

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1095.

2007B

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1985D

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1097.

1941C

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1098.

1992C

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1099.

1945B

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1100.

1927B

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1101.

1848A

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Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[rfpermen's solution](#)

1102.

1904A

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1103.

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[rfpermen's solution](#)

1104.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

1105.

1988B

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Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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1106.

1988A

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1107.

1954A

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1108.

1973A

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1109.

1875A

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1110.

1972B

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1915D

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1112.

1850D

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1113.

1971C

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1114.

1900B

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1115.

1856B

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Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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1116.

1855B

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Quality: 44,923 global accepts · Rating: 900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[rfpermen's solution](#)

1117.

1918B

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Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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1118.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,136 global accepts · Rating: 900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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1119.

1610A

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[rfpermen's solution](#)

1120.

1582B

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1121.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

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1122.

1617B

[GCD Problem](#) · [Tutorial](#)

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[rfpermen's solution](#)

1123.

1543B

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1124.

1559B

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

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1125.

1559A

[Mocha and Math](#) · [Tutorial](#)

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[rfpermen's solution](#)

1126.

1642B

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1127.

1668B

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1128.

1764B

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1129.

1689B

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1130.

1794B

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Quality: 39,868 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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1131.

1775A2

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1132.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

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1133.

1720A

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Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1134.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[rfpermen's solution](#)

1135.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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1136.

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1137.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1138.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1139.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[rfpermen's solution](#)

1140.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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1141.

1883B

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Quality: 59,681 global accepts · Rating: 900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
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1142.

1881B

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Quality: 28,705 global accepts · Rating: 900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math
[rfpermen's solution](#)

1143.

1951A

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Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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1144.

1543A

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Quality: 40,949 global accepts · Rating: 900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

1145.

648A

[Aô00;1Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

1146.

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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1147.

1896B

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Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers
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1148.

1860A

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Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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1149.

1845B

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Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
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1150.

1837B

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Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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1151.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
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1152.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1153.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1154.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: strings
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1155.

1878C

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

Quality: 57,646 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math
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1156.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1157.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1158.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1159.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1160.

1833B

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Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1161.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1162.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[rfpermen's solution](#)

1163.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[rfpermen's solution](#)

1164.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[rfpermen's solution](#)

1165.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1166.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1167.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math
[rfpermen's solution](#)

1168.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

1169.

130A

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

Quality: 1,935 global accepts · Rating: 900 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

1170.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1171.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive

[rfpermen's solution](#)

1172.

1501B

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Quality: 21,076 global accepts · Rating: 900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

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1173.

1496A

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Quality: 22,243 global accepts · Rating: 900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[rfpermen's solution](#)

1174.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1175.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1176.

1406A

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Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

1177.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

1178.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

1179.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1180.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

1181.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[rfpermen's solution](#)

1182.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

1183.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1184.

1525B

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Quality: 26,659 global accepts · Rating: 900 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1185.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1186.

1494A

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Quality: 22,811 global accepts · Rating: 900 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[rfpermen's solution](#)

1187.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1188.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

1189.

1430A

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Quality: 21,755 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

1190.

1373B

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Quality: 52,675 global accepts · Rating: 900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

1191.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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1192.

1726A

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Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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1193.

1714A

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Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1194.

1420A

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Quality: 25,204 global accepts · Rating: 900 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[rfpermen's solution](#)

1195.

1537B

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Quality: 42,303 global accepts · Rating: 900 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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1196.

1709B

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Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
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1197.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[rfpermen's solution](#)

1198.

1350A

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Quality: 27,380 global accepts · Rating: 900 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: math
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1199.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: math
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1200.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[rfpermen's solution](#)

1201.

1696B

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Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1202.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1203.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1204.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1205.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1206.

11A

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Quality: 15,495 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

1207.

1679A

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Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

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1208.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1209.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

1210.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1211.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[rfpermen's solution](#)

1212.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[rfpermen's solution](#)

1213.

1666D

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Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1214.

1057A

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Quality: 7,469 global accepts · Rating: 900 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[rfpermen's solution](#)

1215.

1584C

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

1216.

1607B

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Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1217.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[rfpermen's solution](#)

1218.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[rfpermen's solution](#)

1219.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

1220.

1337B

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Quality: 36,863 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

1221.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1222.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

1223.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

1224.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

1225.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

1226.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[rfpermen's solution](#)

1227.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1228.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1229.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1230.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[rfpermen's solution](#)

1231.

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1232.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 900 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1233.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1234.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

1235.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1236.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1237.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1238.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[rfpermen's solution](#)

1239.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1240.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1241.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1242.

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[rfpermen's solution](#)

1243.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1244.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1245.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1246.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1247.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[rfpermen's solution](#)

1248.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,763 global accepts · Rating: 900 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[rfpermen's solution](#)

1249.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[rfpermen's solution](#)

1250.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1251.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1252.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1253.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1254.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1255.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1256.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1257.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1258.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1259.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1260.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1261.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1262.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

1263.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy
[rfpermen's solution](#)

1264.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1265.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1266.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1267.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1268.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[rfpermen's solution](#)

1269.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 900 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1270.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[rfpermen's solution](#)

1271.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1272.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1273.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[rfpermen's solution](#)

1274.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[rfpermen's solution](#)

1275.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1276.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

1277.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1278.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[rfpermen's solution](#)

1279.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation
[rfpermen's solution](#)

1280.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

1281.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1282.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1283.

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1284.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1285.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[rfpermen's solution](#)

1286.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1287.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1288.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1289.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1290.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[rfpermen's solution](#)

1291.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1292.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1293.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1294.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

1295.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1296.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[rfpermen's solution](#)

1297.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[rfpermen's solution](#)

1298.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1299.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1300.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1301.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1302.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

1303.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1304.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1305.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1306.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1307.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1308.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1309.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

1310.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

1311.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, schedules
[rfpermen's solution](#)

1312.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1313.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1314.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1315.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1316.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1317.

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1318.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

1319.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1320.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,419 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

1321.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1322.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1323.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

1324.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1325.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1326.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1327.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1328.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

1329.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

1330.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1331.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1332.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

1333.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1334.

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1335.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1336.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1337.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1338.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1339.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1340.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1341.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1342.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1343.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,987 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1344.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,683 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1345.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

1346.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1347.

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1348.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1349.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1350.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[rfpermen's solution](#)

1351.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1352.

556A

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

Quality: 46,389 global accepts · Rating: 900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1353.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1354.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1355.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[rfpermen's solution](#)

1356.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1357.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

1358.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1359.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1360.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

1361.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings

[rfpermen's solution](#)

1362.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

1363.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1364.

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1365.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

1366.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1367.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1368.

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[rfpermen's solution](#)

1369.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1370.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1371.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1372.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1373.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1374.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1375.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

1376.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1377.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1378.

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[rfpermen's solution](#)

1379.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1380.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1381.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

1382.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1383.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1384.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1385.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1386.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1387.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1388.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1389.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1390.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1391.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1392.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1393.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1394.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1395.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation
[rfpermen's solution](#)

1396.

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[rfpermen's solution](#)

1397.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1398.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1399.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

1400.

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,549 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[rfpermen's solution](#)

1401.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[rfpermen's solution](#)

1402.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

1403.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[rfpermen's solution](#)

1404.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

1405.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1406.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[rfpermen's solution](#)

1407.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,549 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1408.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[rfpermen's solution](#)

1409.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[rfpermen's solution](#)

1410.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1411.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

1412.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1413.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[rfpermen's solution](#)

1414.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1415.

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

1416.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[rfpermen's solution](#)

1417.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[rfpermen's solution](#)

1418.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[rfpermen's solution](#)

1419.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[rfpermen's solution](#)

1420.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

1421.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[rfpermen's solution](#)

1422.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

1423.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1424.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1425.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

1426.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

1427.

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

1428.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

1429.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

1430.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[rfpermen's solution](#)

1431.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1432.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

1433.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[rfpermen's solution](#)

1434.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

1435.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1436.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1437.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

1438.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[rfpermen's solution](#)

1439.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[rfpermen's solution](#)

1440.

1769B1

[A = >008D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, implementation, math
[rfpermen's solution](#)

1441.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[rfpermen's solution](#)

1442.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1443.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[rfpermen's solution](#)

1444.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[rfpermen's solution](#)

1445.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

1446.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

1447.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

1448.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[rfpermen's solution](#)

1449.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

1450.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[rfpermen's solution](#)

1451.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[rfpermen's solution](#)

1452.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

1453.

1969B

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

Quality: 22,330 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1454.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

1455.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, two pointers

[rfpermen's solution](#)

1456.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1457.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[rfpermen's solution](#)

1458.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1459.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

1460.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

1461.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

1462.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1463.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

1464.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

1465.

1786C

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

Rating: 1000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1466.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[rfpermen's solution](#)

1467.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1468.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1469.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1470.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

1471.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1472.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy,

implementation

[rfpermen's solution](#)

1473.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[rfpermen's solution](#)

1474.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

1475.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[rfpermen's solution](#)

1476.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

1477.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[rfpermen's solution](#)

1478.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, strings

[rfpermen's solution](#)

1479.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[rfpermen's solution](#)

1480.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[rfpermen's solution](#)

1481.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

1482.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

1483.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

1484.

649A

[A`NO86ÄKCR GC,,AC`0 Aô>C`8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1485.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1486.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

1487.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

1488.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1489.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1490.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

1491.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1492.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

1493.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1494.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[rfpermen's solution](#)

1495.

1877B

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

Rating: 1000 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

1496.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[rfpermen's solution](#)

1497.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-12-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

1498.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[rfpermen's solution](#)

1499.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

1500.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1501.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[rfpermen's solution](#)

1502.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

1503.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

1504.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

1505.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

1506.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[rfpermen's solution](#)

1507.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1508.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

1509.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1510.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1511.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1512.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math
[rfpermen's solution](#)

1513.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

1514.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, dp
[rfpermen's solution](#)

1515.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

1516.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

1517.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1518.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[rfpermen's solution](#)

1519.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[rfpermen's solution](#)

1520.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1521.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

1522.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1523.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1524.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1525.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[rfpermen's solution](#)

1526.

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[rfpermen's solution](#)

1527.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[rfpermen's solution](#)

1528.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 1000 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1529.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1530.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[rfpermen's solution](#)

1531.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[rfpermen's solution](#)

1532.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[rfpermen's solution](#)

1533.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1534.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

1535.

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[rfpermen's solution](#)

1536.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1537.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

1538.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[rfpermen's solution](#)

1539.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

1540.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

1541.

1713B

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

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

[rfpermen's solution](#)

1542.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

1543.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1544.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1545.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1546.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1547.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1548.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[rfpermen's solution](#)

1549.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1550.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1551.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, implementation

[rfpermen's solution](#)

1552.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1553.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1554.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1555.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1556.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

1557.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

1558.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[rfpermen's solution](#)

1559.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1560.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

1561.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

1562.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

1563.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1564.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[rfpermen's solution](#)

1565.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

1566.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1567.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[rfpermen's solution](#)

1568.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1569.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1570.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1571.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-05 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

1572.

1589B

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

Rating: 1000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1573.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[rfpermen's solution](#)

1574.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[rfpermen's solution](#)

1575.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

1576.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2019-02-15 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[rfpermen's solution](#)

1577.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1578.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

1579.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1580.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1581.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1582.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[rfpermen's solution](#)

1583.

1474B

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

Quality: 40,329 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[rfpermen's solution](#)

1584.

1450B

[Balls of Steel](#) · [Tutorial](#)

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

1585.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[rfpermen's solution](#)

1586.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

1587.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1588.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[rfpermen's solution](#)

1589.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

1590.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1591.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1592.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[rfpermen's solution](#)

1593.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[rfpermen's solution](#)

1594.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[rfpermen's solution](#)

1595.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1596.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[rfpermen's solution](#)

1597.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers
[rfpermen's solution](#)

1598.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1599.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

1600.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1601.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)**1602.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)**1603.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)**1604.**

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)**1605.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)**1606.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)**1607.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)**1608.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)**1609.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)**1610.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)**1611.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[rfpermen's solution](#)

1612.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1613.

1241B

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

Rating: 1000 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[rfpermen's solution](#)

1614.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1615.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1616.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

1617.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1618.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[rfpermen's solution](#)

1619.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1620.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1621.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

1622.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[rfpermen's solution](#)

1623.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1624.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[rfpermen's solution](#)

1625.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1626.

1177A

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

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1627.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1628.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1629.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

1630.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1631.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[rfpermen's solution](#)

1632.

1144C

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

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[rfpermen's solution](#)

1633.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

1634.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1635.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

1636.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[rfpermen's solution](#)

1637.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

1638.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1639.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

1640.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1641.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1642.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1643.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1644.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1645.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

1646.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

1647.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1648.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1649.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1650.

3A

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

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[rfpermen's solution](#)

1651.

1111A

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

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1652.

1107B

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Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1653.

1101A

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1654.

1041B

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1655.

798A

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1656.

659A

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1657.

766B

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1658.

1084A

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1659.

1100A

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1660.

1088B

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Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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1661.

178A2

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1662.

178A1

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Quality: 1,835 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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1663.

219A

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[rfpermen's solution](#)

1664.

887A

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1665.

761A

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1666.

177B1

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[rfpermen's solution](#)

1667.

90A

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Quality: 5,494 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1668.

120A

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1669.

299A

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1670.

118B

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Quality: 34,583 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1671.

37A

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Quality: 27,689 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

1672.

967B

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Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

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1673.

847M

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Quality: 6,809 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1674.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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1675.

670B

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Quality: 11,989 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1676.

981B

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Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

1677.

1033A

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1678.

626A

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Quality: 6,700 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1679.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1680.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1681.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1682.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

1683.

1077B

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Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1684.

862A

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Quality: 10,705 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1685.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1686.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[rfpermen's solution](#)

1687.

724A

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Quality: 7,555 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1688.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

1689.

699A

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Quality: 18,842 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1690.

1027A

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Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1691.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

1692.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1693.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1694.

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[rfpermen's solution](#)

1695.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1696.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1697.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

1698.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1699.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

1700.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1701.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

1702.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[rfpermen's solution](#)

1703.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[rfpermen's solution](#)

1704.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1705.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1706.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1707.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2018-08-04 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1708.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1709.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1710.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1711.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1712.

284B

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Quality: 7,365 global accepts · Rating: 1000 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1713.

732B

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Quality: 25,769 global accepts · Rating: 1000 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

1714.

237A

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Quality: 29,524 global accepts · Rating: 1000 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1715.

124A

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Quality: 44,205 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math
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1716.

742A

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Quality: 51,981 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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1717.

805B

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Quality: 18,759 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1718.

805A

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Quality: 19,173 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1719.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

1720.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1721.

579A

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Quality: 78,925 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[rfpermen's solution](#)

1722.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

1723.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,265 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1724.

500A

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

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[rfpermen's solution](#)

1725.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1726.

1059A

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Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1727.

127B

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Quality: 10,429 global accepts · Rating: 1000 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1728.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1729.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

1730.

435A

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Quality: 11,092 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1731.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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1732.

1036A

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Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1733.

322A

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Quality: 8,943 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1734.

368A

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Quality: 7,977 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1735.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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1736.

560A

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Quality: 19,885 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

1737.

577A

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Quality: 45,284 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[rfpermen's solution](#)

1738.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1739.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1740.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1741.

1A

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Quality: 320,197 global accepts · Rating: 1000 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1742.

608A

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Quality: 9,916 global accepts · Rating: 1000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1743.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1744.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1745.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

1746.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

1747.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

1748.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1749.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1750.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

1751.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

1752.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1753.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

1754.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1755.

43A

[Football](#) · [Tutorial](#)

Quality: 69,166 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

1756.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1757.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1758.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1759.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1760.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1761.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

1762.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1763.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1764.

476A

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

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1765.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

1766.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,400 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1767.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

1768.

122A

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Quality: 149,796 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[rfpermen's solution](#)

1769.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

1770.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1771.

14B

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

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1772.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

1773.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1774.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[rfpermen's solution](#)

1775.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1776.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1777.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1778.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1779.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1780.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1781.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

1782.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[rfpermen's solution](#)

1783.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

1784.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

1785.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

1786.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,028 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[rfpermen's solution](#)

1787.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1788.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[rfpermen's solution](#)

1789.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[rfpermen's solution](#)

1790.

2195C

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

Quality: 20,527 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

1791.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[rfpermen's solution](#)

1792.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[rfpermen's solution](#)

1793.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[rfpermen's solution](#)

1794.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

1795.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1796.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 1100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

1797.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[rfpermen's solution](#)

1798.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

1799.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[rfpermen's solution](#)

1800.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[rfpermen's solution](#)

1801.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

1802.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1803.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

1804.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1805.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

1806.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2025-10-28 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

1807.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2025-10-28 · Kotlin 1.7 (first AC) · Tags: *special, dp

[rfpermen's solution](#)**1808.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)**1809.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)**1810.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[rfpermen's solution](#)**1811.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)**1812.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)**1813.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)**1814.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[rfpermen's solution](#)**1815.**

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)**1816.**

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[rfpermen's solution](#)

1817.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,117 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

1818.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[rfpermen's solution](#)

1819.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[rfpermen's solution](#)

1820.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[rfpermen's solution](#)

1821.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

1822.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1823.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

1824.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[rfpermen's solution](#)

1825.

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[rfpermen's solution](#)

1826.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[rfpermen's solution](#)

1827.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

1828.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

1829.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[rfpermen's solution](#)

1830.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

1831.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[rfpermen's solution](#)

1832.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

1833.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

1834.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[rfpermen's solution](#)

1835.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

1836.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

1837.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[rfpermen's solution](#)

1838.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[rfpermen's solution](#)

1839.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

1840.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

1841.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

1842.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[rfpermen's solution](#)

1843.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

1844.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[rfpermen's solution](#)

1845.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

1846.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1847.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[rfpermen's solution](#)

1848.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[rfpermen's solution](#)

1849.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[rfpermen's solution](#)

1850.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

1851.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[rfpermen's solution](#)

1852.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math
[rfpermen's solution](#)

1853.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

1854.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[rfpermen's solution](#)

1855.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[rfpermen's solution](#)

1856.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

1857.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[rfpermen's solution](#)

1858.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

1859.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1860.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[rfpermen's solution](#)

1861.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[rfpermen's solution](#)

1862.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

1863.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1864.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[rfpermen's solution](#)

1865.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[rfpermen's solution](#)

1866.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1867.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

1868.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[rfpermen's solution](#)**1869.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)**1870.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)**1871.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[rfpermen's solution](#)**1872.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[rfpermen's solution](#)**1873.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)**1874.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[rfpermen's solution](#)**1875.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)**1876.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)**1877.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

1878.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1879.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[rfpermen's solution](#)

1880.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees
[rfpermen's solution](#)

1881.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[rfpermen's solution](#)

1882.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[rfpermen's solution](#)

1883.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[rfpermen's solution](#)

1884.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

1885.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[rfpermen's solution](#)

1886.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[rfpermen's solution](#)

1887.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[rfpermen's solution](#)

1888.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

1889.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

1890.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

1891.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[rfpermen's solution](#)

1892.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

1893.

1673B

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

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[rfpermen's solution](#)

1894.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

1895.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[rfpermen's solution](#)

1896.

1686C

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

Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

1897.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[rfpermen's solution](#)

1898.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

1899.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[rfpermen's solution](#)

1900.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1901.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

1902.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

1903.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[rfpermen's solution](#)

1904.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

1905.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[rfpermen's solution](#)

1906.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1907.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[rfpermen's solution](#)

1908.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[rfpermen's solution](#)

1909.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[rfpermen's solution](#)

1910.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

1911.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

1912.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

1913.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[rfpermen's solution](#)

1914.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[rfpermen's solution](#)

1915.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[rfpermen's solution](#)

1916.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[rfpermen's solution](#)

1917.

648C

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

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

1918.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1919.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[rfpermen's solution](#)

1920.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

1921.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

1922.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

1923.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[rfpermen's solution](#)

1924.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

1925.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[rfpermen's solution](#)

1926.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1927.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[rfpermen's solution](#)

1928.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

1929.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

1930.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[rfpermen's solution](#)

1931.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[rfpermen's solution](#)

1932.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2019-04-14 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

1933.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[rfpermen's solution](#)

1934.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

1935.

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

1936.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[rfpermen's solution](#)

1937.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

1938.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[rfpermen's solution](#)

1939.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[rfpermen's solution](#)

1940.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

1941.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

1942.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,405 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[rfpermen's solution](#)

1943.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

1944.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special
[rfpermen's solution](#)

1945.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special
[rfpermen's solution](#)

1946.

162A

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

Quality: 842 global accepts · Rating: 1100 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

1947.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[rfpermen's solution](#)

1948.

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[rfpermen's solution](#)

1949.

100A

[Carpeting the Room](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

1950.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

1951.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[rfpermen's solution](#)

1952.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

1953.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special

[rfpermen's solution](#)

1954.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

1955.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

1956.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1957.

1481B

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1958.

1413B

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1959.

1534B

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1960.

1496B

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1961.

1760E

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1962.

1417B

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1963.

1759C

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1964.

1506B

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1965.

1624C

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1966.

1511C

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1967.

1511B

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1968.

1743C

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1969.

1742D

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1970.

1741C

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1971.

1455C

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1972.

1739B

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1973.

1631B

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1974.

1717B

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1975.

1703D

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1976.

1729C

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1977.

1726B

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1978.

1722D

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1979.

1428C

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1980.

1407A

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1981.

1478B

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1982.

1395B

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1983.

1401B

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1984.

1334B

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1985.

1342B

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1986.

1333B

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1987.

1702C

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1988.

174A

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292A

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1990.

635A

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1991.

39D

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1992.

120B

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120C

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1994.

159B

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1995.

638A

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1996.

53A

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1997.

68A

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1998.

90B

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12C

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2000.

475A

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2001.

245B

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667B

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2003.

505A

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2004.

218A

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2005.

12B

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2006.

7A

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2007.

754B

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2008.

858A

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2009.

347B

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2010.

548A

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2011.

758B

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2012.

633A

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2013.

227B

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2014.

1692D

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2015.

433A

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2016.

287A

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2017.

1327A

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2018.

1675C

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2019.

1676E

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898B

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1669F

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1463A

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1146B

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1604B

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2030.

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1593D1

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799A

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242A

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46B

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225A

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Quality: 14,244 global accepts · Rating: 1100 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

2059.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

2060.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[rfpermen's solution](#)

2061.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2062.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2063.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2064.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[rfpermen's solution](#)

2065.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2066.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2067.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

2068.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2069.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2070.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2071.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2072.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2073.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2074.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[rfpermen's solution](#)

2075.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[rfpermen's solution](#)

2076.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2077.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2078.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2079.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

2080.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

2081.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

2082.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

2083.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2019-06-20 · PHP (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2084.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

2085.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

2086.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[rfpermen's solution](#)

2087.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2088.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2089.

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2090.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[rfpermen's solution](#)

2091.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2092.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2093.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,003 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[rfpermen's solution](#)

2094.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

2095.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2096.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2097.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2098.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

2099.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2100.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

2101.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2102.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2103.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

2104.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2105.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2106.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2107.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

2108.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

2109.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2110.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2111.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

2112.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[rfpermen's solution](#)

2113.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2114.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2115.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2116.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

2117.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2118.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

2119.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2120.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[rfpermen's solution](#)

2121.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

2122.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,194 global accepts · Rating: 1100 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[rfpermen's solution](#)

2123.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2124.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

2125.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2126.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2127.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2128.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2129.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2130.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2131.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2132.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

2133.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2134.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[rfpermen's solution](#)

2135.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2136.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[rfpermen's solution](#)

2137.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[rfpermen's solution](#)

2138.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

2139.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2140.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2141.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2142.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2143.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2144.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2145.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings
[rfpermen's solution](#)

2146.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2147.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

2148.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2149.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, implementation
[rfpermen's solution](#)

2150.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

2151.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2152.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

2153.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2154.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2155.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

2156.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2157.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2158.

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

2159.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

2160.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2161.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[rfpermen's solution](#)

2162.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2163.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[rfpermen's solution](#)

2164.

706B

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

Quality: 84,448 global accepts · Rating: 1100 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation
[rfpermen's solution](#)

2165.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

2166.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2167.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2168.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[rfpermen's solution](#)

2169.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2170.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2171.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2172.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[rfpermen's solution](#)

2173.

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2174.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2175.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[rfpermen's solution](#)

2176.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2177.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[rfpermen's solution](#)

2178.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[rfpermen's solution](#)

2179.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2180.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2181.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2182.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

2183.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[rfpermen's solution](#)

2184.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

2185.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2186.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2187.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

2188.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

2189.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[rfpermen's solution](#)

2190.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2191.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2192.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[rfpermen's solution](#)

2193.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

2194.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2195.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2196.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2197.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[rfpermen's solution](#)

2198.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

2199.

300A

[Array](#) · [Tutorial](#)

Quality: 27,213 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

2200.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[rfpermen's solution](#)

2201.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

2202.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

2203.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2204.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2205.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

2206.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2207.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2208.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2209.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2210.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2211.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,851 global accepts · Rating: 1100 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[rfpermen's solution](#)

2212.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2213.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2214.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2215.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2216.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

2217.

845A

[Chess Tournney](#) · [Tutorial](#)

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

2218.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[rfpermen's solution](#)

2219.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

2220.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2221.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: implementation

[rfpermen's solution](#)

2222.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[rfpermen's solution](#)

2223.

2202B

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

Quality: 11,143 global accepts · Rating: 1200 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

2224.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[rfpermen's solution](#)

2225.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[rfpermen's solution](#)

2226.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

2227.

2182C

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

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[rfpermen's solution](#)

2228.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

2229.

2174A

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

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[rfpermen's solution](#)

2230.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2231.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

2232.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

2233.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

2234.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[rfpermen's solution](#)

2235.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,351 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: strings

[rfpermen's solution](#)

2236.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[rfpermen's solution](#)

2237.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-10-31 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

2238.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

2239.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

2240.

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2241.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[rfpermen's solution](#)

2242.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

2243.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2244.

2126D

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

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

2245.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[rfpermen's solution](#)

2246.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2247.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

2248.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[rfpermen's solution](#)

2249.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

2250.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[rfpermen's solution](#)

2251.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2252.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[rfpermen's solution](#)

2253.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

2254.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[rfpermen's solution](#)

2255.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[rfpermen's solution](#)

2256.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2257.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[rfpermen's solution](#)

2258.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

2259.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

2260.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2261.

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

2262.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[rfpermen's solution](#)

2263.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[rfpermen's solution](#)

2264.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[rfpermen's solution](#)

2265.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[rfpermen's solution](#)

2266.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[rfpermen's solution](#)

2267.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[rfpermen's solution](#)

2268.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

2269.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

2270.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation
[rfpermen's solution](#)

2271.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

2272.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2273.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

2274.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[rfpermen's solution](#)

2275.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

2276.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2277.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[rfpermen's solution](#)

2278.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[rfpermen's solution](#)

2279.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[rfpermen's solution](#)

2280.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[rfpermen's solution](#)

2281.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[rfpermen's solution](#)

2282.

1769C1

[A650010 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, dp, greedy
[rfpermen's solution](#)

2283.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[rfpermen's solution](#)

2284.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

2285.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[rfpermen's solution](#)

2286.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

2287.

1941D

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

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation
[rfpermen's solution](#)

2288.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[rfpermen's solution](#)

2289.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[rfpermen's solution](#)

2290.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[rfpermen's solution](#)

2291.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[rfpermen's solution](#)

2292.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math
[rfpermen's solution](#)

2293.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[rfpermen's solution](#)

2294.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[rfpermen's solution](#)

2295.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2296.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[rfpermen's solution](#)

2297.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2298.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

2299.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2300.

1875B

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

Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

2301.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[rfpermen's solution](#)

2302.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[rfpermen's solution](#)

2303.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[rfpermen's solution](#)

2304.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings
[rfpermen's solution](#)

2305.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

2306.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[rfpermen's solution](#)

2307.

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[rfpermen's solution](#)

2308.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

2309.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[rfpermen's solution](#)

2310.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[rfpermen's solution](#)

2311.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[rfpermen's solution](#)

2312.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[rfpermen's solution](#)

2313.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[rfpermen's solution](#)

2314.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

2315.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[rfpermen's solution](#)

2316.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[rfpermen's solution](#)

2317.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[rfpermen's solution](#)

2318.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[rfpermen's solution](#)

2319.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[rfpermen's solution](#)

2320.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[rfpermen's solution](#)

2321.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2322.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[rfpermen's solution](#)

2323.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[rfpermen's solution](#)

2324.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2325.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2326.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

2327.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

2328.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[rfpermen's solution](#)

2329.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[rfpermen's solution](#)

2330.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[rfpermen's solution](#)

2331.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2332.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[rfpermen's solution](#)

2333.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[rfpermen's solution](#)

2334.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[rfpermen's solution](#)

2335.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[rfpermen's solution](#)

2336.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

2337.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2338.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[rfpermen's solution](#)

2339.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[rfpermen's solution](#)

2340.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[rfpermen's solution](#)

2341.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[rfpermen's solution](#)

2342.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

2343.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

2344.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special, geometry

[rfpermen's solution](#)

2345.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[rfpermen's solution](#)

2346.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rfpermen's solution](#)

2347.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2348.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2349.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rfpermen's solution](#)

2350.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2351.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2352.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[rfpermen's solution](#)

2353.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[rfpermen's solution](#)

2354.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[rfpermen's solution](#)

2355.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

2356.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2357.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2358.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[rfpermen's solution](#)

2359.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[rfpermen's solution](#)

2360.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2361.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2362.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

2363.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

2364.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

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2365.

72C

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

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2023-03-21 · lo (first AC) · Tags: *special, math

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2366.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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2367.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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2368.

180F

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Quality: 2,840 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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2369.

413A

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Quality: 2,967 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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2370.

172B

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Quality: 3,155 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

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2371.

523A

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Quality: 2,856 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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2372.

102A

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Quality: 3,421 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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2373.

38B

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Quality: 4,031 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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2374.

15A

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Quality: 4,496 global accepts · Rating: 1200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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2375.

769B

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Quality: 3,442 global accepts · Rating: 1200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

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2376.

55A

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Quality: 3,886 global accepts · Rating: 1200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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2377.

645B

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Quality: 3,701 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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2378.

645A

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Quality: 3,781 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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2379.

134A

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Quality: 4,793 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2380.

33A

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Quality: 4,852 global accepts · Rating: 1200 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2381.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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2382.

1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[rfpermen's solution](#)

2383.

1512D

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Quality: 24,532 global accepts · Rating: 1200 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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2384.

1512C

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Quality: 21,708 global accepts · Rating: 1200 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[rfpermen's solution](#)

2385.

1530C

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Quality: 15,576 global accepts · Rating: 1200 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[rfpermen's solution](#)

2386.

1747C

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Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

2387.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2388.

1744D

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Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

2389.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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2390.

1736B

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Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2391.

1730C

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Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[rfpermen's solution](#)

2392.

1734C

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Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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2393.

1703E

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Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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2394.

1729D

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Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[rfpermen's solution](#)

2395.

412C

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Quality: 4,220 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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2396.

101A

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Quality: 4,369 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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2397.

171A

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Quality: 5,067 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms
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2398.

79A

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Quality: 4,556 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2399.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
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2400.

112B

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Quality: 4,543 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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2401.

203A

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Quality: 4,424 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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2402.

632A

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Quality: 4,920 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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2403.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

2404.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2405.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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2406.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2407.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2408.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[rfpermen's solution](#)

2409.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

2410.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[rfpermen's solution](#)

2411.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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2412.

1504B

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Quality: 25,711 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

2413.

400B

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Quality: 8,603 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules
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2414.

1428B

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2415.

1495A

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Quality: 17,877 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
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2416.

1420B

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Quality: 35,811 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
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2417.

1455B

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Quality: 23,234 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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2418.

1537C

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Quality: 30,282 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2419.

1497B

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Quality: 27,353 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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2420.

1384A

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Quality: 19,613 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

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2421.

1487B

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Quality: 28,688 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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2422.

1713C

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

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2423.

1437B

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Quality: 20,852 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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2424.

1485B

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2425.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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2426.

1334A

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2427.

1355B

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2428.

1364A

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Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

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2429.

1355A

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2430.

1339B

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2431.

1704C

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2432.

722B

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Quality: 6,766 global accepts · Rating: 1200 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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2433.

612B

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2434.

131B

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2435.

811B

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2436.

379B

[New Year Present](#) · [Tutorial](#)

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2437.

1191B

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Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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2438.

740B

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2439.

908B

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

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2440.

749B

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2441.

344B

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Quality: 9,591 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

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2442.

1143B

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2443.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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2444.

262B

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Quality: 12,316 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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2445.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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2446.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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2447.

787A

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Quality: 12,184 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

2448.

637B

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Quality: 22,847 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

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2449.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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2450.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2451.

660A

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Quality: 10,294 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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2452.

1679B

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Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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2453.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

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2454.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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2455.

1327B

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Quality: 19,493 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

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2456.

1674D

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Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

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2457.

895A

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Quality: 6,910 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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2458.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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2459.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

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2460.

1669E

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Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
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2461.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[rfpermen's solution](#)

2462.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2463.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

2464.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2465.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[rfpermen's solution](#)

2466.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[rfpermen's solution](#)

2467.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2468.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2469.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2470.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[rfpermen's solution](#)

2471.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2472.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[rfpermen's solution](#)

2473.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2474.

958C1

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

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

2475.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2476.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

2477.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

2478.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

2479.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[rfpermen's solution](#)

2480.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

2481.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[rfpermen's solution](#)

2482.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2483.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2484.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[rfpermen's solution](#)

2485.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

2486.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[rfpermen's solution](#)

2487.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

2488.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2489.

1399C

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

Quality: 32,652 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[rfpermen's solution](#)

2490.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2491.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2492.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[rfpermen's solution](#)

2493.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2494.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

2495.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[rfpermen's solution](#)

2496.

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

2497.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

2498.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2499.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[rfpermen's solution](#)

2500.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2501.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2502.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[rfpermen's solution](#)

2503.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2504.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

2505.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings
[rfpermen's solution](#)

2506.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2507.

1294B

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

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2508.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[rfpermen's solution](#)

2509.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[rfpermen's solution](#)

2510.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2511.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[rfpermen's solution](#)

2512.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[rfpermen's solution](#)

2513.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[rfpermen's solution](#)

2514.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

2515.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2020-01-18 · last AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2516.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

2517.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[rfpermen's solution](#)

2518.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[rfpermen's solution](#)

2519.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2520.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

2521.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[rfpermen's solution](#)

2522.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

2523.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[rfpermen's solution](#)

2524.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2525.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2526.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

2527.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[rfpermen's solution](#)

2528.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[rfpermen's solution](#)

2529.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2530.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

2531.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[rfpermen's solution](#)

2532.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2533.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[rfpermen's solution](#)

2534.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[rfpermen's solution](#)

2535.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

2536.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

2537.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2538.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

2539.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[rfpermen's solution](#)

2540.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

2541.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2542.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2543.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2544.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2545.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2546.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2547.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2548.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

2549.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

2550.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[rfpermen's solution](#)

2551.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2552.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2553.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[rfpermen's solution](#)

2554.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

2555.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2556.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[rfpermen's solution](#)

2557.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2558.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[rfpermen's solution](#)

2559.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

2560.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

2561.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2562.

433B

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

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings
[rfpermen's solution](#)

2563.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2564.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2565.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[rfpermen's solution](#)

2566.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

2567.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2568.

1082A

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Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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2569.

285C

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

Quality: 26,333 global accepts · Rating: 1200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

2570.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2571.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

2572.

1076A

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Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

2573.

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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2574.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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2575.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

2576.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[rfpermen's solution](#)

2577.

1100C

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Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

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2578.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

2579.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rfpermen's solution](#)

2580.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rfpermen's solution](#)

2581.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2582.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

2583.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

2584.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[rfpermen's solution](#)

2585.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

2586.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2587.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

2588.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2589.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[rfpermen's solution](#)

2590.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2591.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

2592.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

2593.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2594.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[rfpermen's solution](#)

2595.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2596.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2597.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2598.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[rfpermen's solution](#)

2599.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2600.

482A

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

Quality: 10,253 global accepts · Rating: 1200 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2601.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2602.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2603.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

2604.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[rfpermen's solution](#)

2605.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[rfpermen's solution](#)

2606.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2607.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[rfpermen's solution](#)

2608.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2609.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2610.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2611.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2612.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2613.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

2614.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

2615.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2616.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
[rfpermen's solution](#)

2617.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2618.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2619.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

2620.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2621.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

2622.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2623.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[rfpermen's solution](#)

2624.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2625.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2626.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2627.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

2628.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[rfpermen's solution](#)

2629.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

2630.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2631.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rfpermen's solution](#)

2632.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

2633.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[rfpermen's solution](#)

2634.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[rfpermen's solution](#)

2635.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

2636.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2637.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2638.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2639.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

2640.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

2641.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[rfpermen's solution](#)

2642.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2643.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

2644.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2645.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2646.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation
[rfpermen's solution](#)

2647.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2648.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2649.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2650.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[rfpermen's solution](#)

2651.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

2652.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

2653.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2654.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2655.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2656.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2657.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[rfpermen's solution](#)

2658.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

2659.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2660.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2661.

492B

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

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[rfpermen's solution](#)

2662.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2663.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[rfpermen's solution](#)

2664.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2665.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

2666.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2667.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2668.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

2669.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

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2670.

828A

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2671.

2206K

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2672.

2211C1

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2673.

2189C1

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2674.

2201A1

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2675.

2200D

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Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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2676.

2195D

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Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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2677.

2194C

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Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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2678.

2193E

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Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

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2679.

2192C

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Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

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2680.

2187A

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Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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2681.

2208C

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2682.

2181A

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Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

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2683.

2179D

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Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[rfpermen's solution](#)

2684.

2176C

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Quality: 15,721 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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2685.

2175B

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Quality: 12,222 global accepts · Rating: 1300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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2686.

2170C

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Quality: 11,247 global accepts · Rating: 1300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[rfpermen's solution](#)

2687.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
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2688.

2165A

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Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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2689.

2152B

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Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: games
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2690.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[rfpermen's solution](#)

2691.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[rfpermen's solution](#)

2692.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
[rfpermen's solution](#)

2693.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[rfpermen's solution](#)

2694.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[rfpermen's solution](#)

2695.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rfpermen's solution](#)

2696.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

2697.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

2698.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

2699.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[rfpermen's solution](#)

2700.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[rfpermen's solution](#)

2701.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

2702.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[rfpermen's solution](#)

2703.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

2704.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2705.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

2706.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[rfpermen's solution](#)

2707.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

2708.

2118C

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

Quality: 18,478 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[rfpermen's solution](#)

2709.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[rfpermen's solution](#)

2710.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

2711.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[rfpermen's solution](#)

2712.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

2713.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2714.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[rfpermen's solution](#)

2715.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[rfpermen's solution](#)

2716.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

2717.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[rfpermen's solution](#)

2718.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[rfpermen's solution](#)

2719.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2720.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

2721.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[rfpermen's solution](#)

2722.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

2723.

2024C

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

Rating: 1300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

2724.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

2725.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[rfpermen's solution](#)

2726.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[rfpermen's solution](#)

2727.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

2728.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[rfpermen's solution](#)

2729.

2041A

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

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

2730.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

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2731.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

2732.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[rfpermen's solution](#)

2733.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

2734.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[rfpermen's solution](#)

2735.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2736.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[rfpermen's solution](#)

2737.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

2738.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[rfpermen's solution](#)

2739.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

2740.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2741.

1769C2

[A67001D CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp

[rfpermen's solution](#)

2742.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

2743.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[rfpermen's solution](#)

2744.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

2745.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[rfpermen's solution](#)

2746.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2747.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

2748.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[rfpermen's solution](#)

2749.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[rfpermen's solution](#)

2750.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

2751.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[rfpermen's solution](#)

2752.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[rfpermen's solution](#)

2753.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

2754.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[rfpermen's solution](#)

2755.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[rfpermen's solution](#)

2756.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[rfpermen's solution](#)

2757.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

2758.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[rfpermen's solution](#)

2759.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

2760.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

2761.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[rfpermen's solution](#)

2762.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[rfpermen's solution](#)

2763.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2764.

1668C

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

Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

2765.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[rfpermen's solution](#)

2766.

1816C

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

Rating: 1300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

2767.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

2768.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[rfpermen's solution](#)

2769.

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

2770.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, math

[rfpermen's solution](#)

2771.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[rfpermen's solution](#)

2772.

1694C

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

Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

2773.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

2774.

1754C1

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

Rating: 1300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2775.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[rfpermen's solution](#)

2776.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

2777.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

2778.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

2779.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

2780.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[rfpermen's solution](#)

2781.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2782.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

2783.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

2784.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[rfpermen's solution](#)

2785.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

2786.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

2787.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

2788.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

2789.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

2790.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2791.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[rfpermen's solution](#)

2792.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

2793.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[rfpermen's solution](#)

2794.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[rfpermen's solution](#)

2795.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[rfpermen's solution](#)

2796.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[rfpermen's solution](#)

2797.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

2798.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees
[rfpermen's solution](#)

2799.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[rfpermen's solution](#)

2800.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[rfpermen's solution](#)

2801.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2802.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

2803.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

2804.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[rfpermen's solution](#)

2805.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

2806.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

2807.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[rfpermen's solution](#)

2808.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[rfpermen's solution](#)

2809.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math

[rfpermen's solution](#)

2810.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

2811.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

2812.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

2813.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

2814.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[rfpermen's solution](#)

2815.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

2816.

661A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 1300 · first AC: 2023-01-15 · J (first AC) · Tags: *special

[rfpermen's solution](#)

2817.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

2818.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2819.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2820.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2821.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2822.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2823.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2824.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

2825.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2826.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2827.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2828.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

2829.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2830.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[rfpermen's solution](#)

2831.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2832.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2833.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[rfpermen's solution](#)

2834.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2835.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2836.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, strings

[rfpermen's solution](#)

2837.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2838.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

2839.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[rfpermen's solution](#)

2840.

62A

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

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2841.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2842.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics

[rfpermen's solution](#)

2843.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[rfpermen's solution](#)

2844.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2845.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2846.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2847.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2848.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

2849.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2850.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

2851.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2852.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2853.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[rfpermen's solution](#)

2854.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2855.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2856.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

2857.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[rfpermen's solution](#)

2858.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

2859.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

2860.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2861.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2862.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

2863.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

2864.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2865.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, number theory

[rfpermen's solution](#)

2866.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[rfpermen's solution](#)

2867.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[rfpermen's solution](#)

2868.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

2869.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[rfpermen's solution](#)

2870.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2871.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[rfpermen's solution](#)

2872.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

2873.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2874.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[rfpermen's solution](#)

2875.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

2876.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

2877.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[rfpermen's solution](#)

2878.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[rfpermen's solution](#)

2879.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[rfpermen's solution](#)

2880.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

2881.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[rfpermen's solution](#)

2882.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2883.

862B

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

Quality: 25,649 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[rfpermen's solution](#)

2884.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

2885.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2886.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[rfpermen's solution](#)

2887.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[rfpermen's solution](#)

2888.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[rfpermen's solution](#)

2889.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[rfpermen's solution](#)

2890.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[rfpermen's solution](#)

2891.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[rfpermen's solution](#)

2892.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[rfpermen's solution](#)

2893.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[rfpermen's solution](#)

2894.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[rfpermen's solution](#)

2895.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[rfpermen's solution](#)

2896.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

2897.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

2898.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[rfpermen's solution](#)

2899.

1736C1

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

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

[rfpermen's solution](#)

2900.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

2901.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2902.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

2903.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

2904.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

2905.

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[rfpermen's solution](#)

2906.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

2907.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rfpermen's solution](#)

2908.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[rfpermen's solution](#)

2909.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

2910.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

2911.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

2912.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

2913.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

2914.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

2915.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rfpermen's solution](#)

2916.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

2917.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[rfpermen's solution](#)

2918.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

2919.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2920.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

2921.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2922.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2923.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[rfpermen's solution](#)

2924.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

2925.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[rfpermen's solution](#)

2926.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[rfpermen's solution](#)

2927.

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

2928.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

2929.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[rfpermen's solution](#)

2930.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2931.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[rfpermen's solution](#)

2932.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

2933.

1650D

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

Quality: 14,698 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[rfpermen's solution](#)

2934.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation, trees

[rfpermen's solution](#)

2935.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2936.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

2937.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[rfpermen's solution](#)

2938.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[rfpermen's solution](#)

2939.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

2940.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[rfpermen's solution](#)

2941.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[rfpermen's solution](#)

2942.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

2943.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

2944.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

2945.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[rfpermen's solution](#)

2946.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[rfpermen's solution](#)

2947.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

2948.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

2949.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

2950.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

2951.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2952.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[rfpermen's solution](#)

2953.

1561B

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

Rating: 1300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

2954.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2955.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

2956.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

2957.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

2958.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[rfpermen's solution](#)

2959.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

2960.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

2961.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2962.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2963.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

2964.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

2965.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[rfpermen's solution](#)

2966.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

2967.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

2968.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

2969.

929B

[AÄD&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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2970.

909B

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2971.

1209B

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2972.

222B

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2973.

1470A

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2974.

1466C

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2975.

1454D

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2976.

1433E

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2977.

1420C1

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Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

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2978.

1367C

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2979.

1371C

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2980.

1365B

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2981.

1360E

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2982.

1360D

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2983.

146B

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2984.

152B

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2985.

1352D

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2986.

1328B

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2987.

1335D

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Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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2988.

1326C

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2989.

579B

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2990.

1315B

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2991.

1323C

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2992.

1194B

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2993.

1194C

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2994.

1003B

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2995.

1003C

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2996.

1005C

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2997.

1029A

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2998.

1311C

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2999.

1291B

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Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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3000.

1294C

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3001.

1152B

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3002.

1271B

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Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

3003.

798B

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3004.

870C

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3005.

1220C

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3006.

1119B

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3007.

611B

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3008.

1178C

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Quality: 13,226 global accepts · Rating: 1300 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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3009.

1178B

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Quality: 21,677 global accepts · Rating: 1300 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

3010.

1279B

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Quality: 14,416 global accepts · Rating: 1300 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

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3011.

1007A

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Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math,

sortings, two pointers

[rfpermen's solution](#)

3012.

893C

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[rfpermen's solution](#)

3013.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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3014.

1285B

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3015.

777B

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3016.

1157C1

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3017.

1165C

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[rfpermen's solution](#)

3018.

1157B

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[rfpermen's solution](#)

3019.

39B

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Quality: 3,097 global accepts · Rating: 1300 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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3020.

600B

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3021.

665C

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Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

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3022.

1265B

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3023.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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3024.

1176C

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Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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3025.

1247B2

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Rating: 1300 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

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3026.

1216D

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3027.

1249C1

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Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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3028.

1249B2

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3029.

1236C

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3030.

1237B

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3031.

1238B

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3032.

1234B2

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3033.

1220B

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3034.

1203C

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3035.

1187B

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3036.

123A

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3037.

1159B

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3038.

932B

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3039.

34C

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Quality: 4,765 global accepts · Rating: 1300 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings
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3040.

982B

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3041.

1113B

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3042.

1090A

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Quality: 4,938 global accepts · Rating: 1300 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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3043.

1096B

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Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

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3044.

1076C

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Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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3045.

1077C

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3046.

1093C

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3047.

1107C

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3048.

1108C

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3049.

1100B

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3050.

1030C

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Quality: 9,925 global accepts · Rating: 1300 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1101B

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3052.

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3053.

1038C

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3054.

271B

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3055.

485B

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3056.

1070D

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3057.

761B

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3058.

796B

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Quality: 9,735 global accepts · Rating: 1300 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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3059.

185A

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3060.

476B

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3061.

43C

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3062.

617B

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3063.

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3064.

572B

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3065.

630N

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3066.

630F

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3067.

66A

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Quality: 7,080 global accepts · Rating: 1300 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3068.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[rfpermen's solution](#)

3069.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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3070.

621B

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Quality: 11,615 global accepts · Rating: 1300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[rfpermen's solution](#)

3071.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[rfpermen's solution](#)

3072.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

3073.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

3074.

4C

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

Quality: 108,142 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[rfpermen's solution](#)

3075.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3076.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3077.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3078.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[rfpermen's solution](#)

3079.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[rfpermen's solution](#)

3080.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

3081.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

3082.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3083.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3084.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3085.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3086.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3087.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3088.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3089.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3090.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[rfpermen's solution](#)

3091.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3092.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

3093.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3094.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[rfpermen's solution](#)

3095.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2018-08-16 · last AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[rfpermen's solution](#)

3096.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

3097.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3098.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[rfpermen's solution](#)

3099.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3100.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3101.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

3102.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[rfpermen's solution](#)

3103.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3104.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[rfpermen's solution](#)

3105.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

3106.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[rfpermen's solution](#)

3107.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

3108.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, math

[rfpermen's solution](#)

3109.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

3110.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rfpermen's solution](#)

3111.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,102 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[rfpermen's solution](#)

3112.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[rfpermen's solution](#)

3113.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[rfpermen's solution](#)

3114.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3115.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3116.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

3117.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

3118.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3119.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

3120.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[rfpermen's solution](#)

3121.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3122.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[rfpermen's solution](#)

3123.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[rfpermen's solution](#)

3124.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3125.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[rfpermen's solution](#)

3126.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3127.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3128.

841C

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

Rating: 1300 · first AC: 2017-08-18 · last AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3129.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3130.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[rfpermen's solution](#)

3131.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[rfpermen's solution](#)

3132.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[rfpermen's solution](#)

3133.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[rfpermen's solution](#)

3134.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[rfpermen's solution](#)

3135.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,681 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[rfpermen's solution](#)

3136.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[rfpermen's solution](#)

3137.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[rfpermen's solution](#)

3138.

2171D

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

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[rfpermen's solution](#)

3139.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

3140.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[rfpermen's solution](#)

3141.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[rfpermen's solution](#)

3142.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

3143.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[rfpermen's solution](#)

3144.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[rfpermen's solution](#)

3145.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

3146.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

3147.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

3148.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2025-11-06 · Kotlin 1.7 (first AC) · Tags: *special, math

[rfpermen's solution](#)

3149.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[rfpermen's solution](#)

3150.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[rfpermen's solution](#)

3151.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[rfpermen's solution](#)

3152.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

3153.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

3154.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[rfpermen's solution](#)

3155.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-08-16 · last AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[rfpermen's solution](#)

3156.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[rfpermen's solution](#)

3157.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[rfpermen's solution](#)

3158.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[rfpermen's solution](#)

3159.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[rfpermen's solution](#)

3160.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

3161.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

3162.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[rfpermen's solution](#)

3163.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[rfpermen's solution](#)

3164.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[rfpermen's solution](#)

3165.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)

3166.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3167.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[rfpermen's solution](#)

3168.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[rfpermen's solution](#)

3169.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[rfpermen's solution](#)

3170.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[rfpermen's solution](#)

3171.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

3172.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3173.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

3174.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[rfpermen's solution](#)

3175.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[rfpermen's solution](#)

3176.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

3177.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

3178.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[rfpermen's solution](#)

3179.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[rfpermen's solution](#)

3180.

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[rfpermen's solution](#)

3181.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[rfpermen's solution](#)

3182.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[rfpermen's solution](#)

3183.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[rfpermen's solution](#)

3184.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[rfpermen's solution](#)

3185.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[rfpermen's solution](#)

3186.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

3187.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[rfpermen's solution](#)

3188.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[rfpermen's solution](#)

3189.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[rfpermen's solution](#)

3190.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

3191.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

3192.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[rfpermen's solution](#)

3193.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3194.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[rfpermen's solution](#)

3195.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[rfpermen's solution](#)

3196.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[rfpermen's solution](#)

3197.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[rfpermen's solution](#)

3198.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[rfpermen's solution](#)

3199.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[rfpermen's solution](#)

3200.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[rfpermen's solution](#)

3201.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

3202.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3203.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

3204.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[rfpermen's solution](#)

3205.

1972D1

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

Rating: 1400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

3206.

1972C

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

Rating: 1400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[rfpermen's solution](#)

3207.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

3208.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[rfpermen's solution](#)

3209.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, two pointers

[rfpermen's solution](#)

3210.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[rfpermen's solution](#)

3211.

1769B2

[Ae>C08D|>C\\$0C08CR DC 9C^>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force, math
[rfpermen's solution](#)

3212.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

3213.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[rfpermen's solution](#)

3214.

1831C

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

Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

3215.

1855C1

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

Rating: 1400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

3216.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

3217.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,662 global accepts · Rating: 1400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[rfpermen's solution](#)

3218.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[rfpermen's solution](#)

3219.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[rfpermen's solution](#)

3220.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[rfpermen's solution](#)

3221.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[rfpermen's solution](#)

3222.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[rfpermen's solution](#)

3223.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, matrices

[rfpermen's solution](#)

3224.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[rfpermen's solution](#)

3225.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3226.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rfpermen's solution](#)

3227.

1825C

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

Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3228.

1805C

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

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, math

[rfpermen's solution](#)

3229.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[rfpermen's solution](#)

3230.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

3231.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy, implementation

[rfpermen's solution](#)

3232.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

3233.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[rfpermen's solution](#)

3234.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

3235.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[rfpermen's solution](#)

3236.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[rfpermen's solution](#)

3237.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

3238.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[rfpermen's solution](#)

3239.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[rfpermen's solution](#)

3240.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[rfpermen's solution](#)

3241.

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[rfpermen's solution](#)

3242.

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[rfpermen's solution](#)

3243.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

3244.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[rfpermen's solution](#)

3245.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

3246.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[rfpermen's solution](#)

3247.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3248.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[rfpermen's solution](#)

3249.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[rfpermen's solution](#)

3250.

649B

[BOBO6€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

3251.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[rfpermen's solution](#)

3252.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[rfpermen's solution](#)

3253.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[rfpermen's solution](#)

3254.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special, math

[rfpermen's solution](#)

3255.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[rfpermen's solution](#)

3256.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3257.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[rfpermen's solution](#)

3258.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[rfpermen's solution](#)

3259.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3260.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[rfpermen's solution](#)

3261.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[rfpermen's solution](#)

3262.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

3263.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

3264.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

3265.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[rfpermen's solution](#)

3266.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[rfpermen's solution](#)

3267.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3268.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

3269.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1400 · first AC: 2023-01-29 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3270.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[rfpermen's solution](#)

3271.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

3272.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

3273.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[rfpermen's solution](#)

3274.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation, two pointers

[rfpermen's solution](#)

3275.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

3276.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3277.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3278.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3279.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3280.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

3281.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3282.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3283.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3284.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3285.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3286.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3287.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

3288.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[rfpermen's solution](#)

3289.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[rfpermen's solution](#)

3290.

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3291.

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3292.

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special, implementation, strings

[rfpermen's solution](#)

3293.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

[rfpermen's solution](#)

3294.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3295.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[rfpermen's solution](#)

3296.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3297.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

3298.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3299.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

3300.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3301.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3302.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[rfpermen's solution](#)

3303.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3304.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[rfpermen's solution](#)

3305.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[rfpermen's solution](#)

3306.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[rfpermen's solution](#)

3307.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

3308.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3309.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3310.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation

[rfpermen's solution](#)

3311.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[rfpermen's solution](#)

3312.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[rfpermen's solution](#)

3313.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3314.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[rfpermen's solution](#)

3315.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

3316.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[rfpermen's solution](#)

3317.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3318.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3319.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3320.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3321.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[rfpermen's solution](#)

3322.

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

3323.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,860 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[rfpermen's solution](#)

3324.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[rfpermen's solution](#)

3325.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[rfpermen's solution](#)

3326.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

3327.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

3328.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

3329.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

3330.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3331.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3332.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3333.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3334.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

3335.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

3336.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3337.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[rfpermen's solution](#)

3338.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

3339.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[rfpermen's solution](#)

3340.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[rfpermen's solution](#)

3341.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu
[rfpermen's solution](#)

3342.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3343.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3344.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

3345.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[rfpermen's solution](#)

3346.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[rfpermen's solution](#)

3347.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

3348.

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3349.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[rfpermen's solution](#)

3350.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3351.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[rfpermen's solution](#)

3352.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

3353.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[rfpermen's solution](#)

3354.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3355.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3356.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

3357.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[rfpermen's solution](#)

3358.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

3359.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu
[rfpermen's solution](#)

3360.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

3361.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[rfpermen's solution](#)

3362.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[rfpermen's solution](#)

3363.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[rfpermen's solution](#)

3364.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[rfpermen's solution](#)

3365.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

3366.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

3367.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation, math
[rfpermen's solution](#)

3368.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[rfpermen's solution](#)

3369.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation
[rfpermen's solution](#)

3370.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[rfpermen's solution](#)

3371.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[rfpermen's solution](#)

3372.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[rfpermen's solution](#)

3373.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

3374.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

3375.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[rfpermen's solution](#)

3376.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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3377.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[rfpermen's solution](#)

3378.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[rfpermen's solution](#)

3379.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[rfpermen's solution](#)

3380.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[rfpermen's solution](#)

3381.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[rfpermen's solution](#)

3382.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[rfpermen's solution](#)

3383.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[rfpermen's solution](#)

3384.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[rfpermen's solution](#)

3385.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[rfpermen's solution](#)

3386.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[rfpermen's solution](#)

3387.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3388.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

3389.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

3390.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

3391.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

3392.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3393.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

3394.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

3395.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

3396.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3397.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[rfpermen's solution](#)

3398.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[rfpermen's solution](#)

3399.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

3400.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

3401.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

3402.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

3403.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[rfpermen's solution](#)

3404.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

3405.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3406.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[rfpermen's solution](#)

3407.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

3408.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rfpermen's solution](#)

3409.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[rfpermen's solution](#)

3410.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3411.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

3412.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

3413.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

3414.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[rfpermen's solution](#)

3415.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

3416.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

3417.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[rfpermen's solution](#)

3418.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3419.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

3420.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

3421.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

3422.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[rfpermen's solution](#)

3423.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[rfpermen's solution](#)

3424.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[rfpermen's solution](#)

3425.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3426.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[rfpermen's solution](#)

3427.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

3428.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

3429.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[rfpermen's solution](#)

3430.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3431.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3432.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

3433.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[rfpermen's solution](#)

3434.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[rfpermen's solution](#)

3435.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

3436.

955B

[Not simply beatiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3437.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[rfpermen's solution](#)

3438.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

3439.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3440.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

3441.

929A

[Add to Cart](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[rfpermen's solution](#)

3442.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math
[rfpermen's solution](#)

3443.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[rfpermen's solution](#)

3444.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[rfpermen's solution](#)

3445.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[rfpermen's solution](#)

3446.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3447.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[rfpermen's solution](#)

3448.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

3449.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[rfpermen's solution](#)

3450.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[rfpermen's solution](#)

3451.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[rfpermen's solution](#)

3452.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[rfpermen's solution](#)

3453.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

3454.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3455.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-06 · last AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

3456.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3457.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

3458.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[rfpermen's solution](#)

3459.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3460.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

3461.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[rfpermen's solution](#)

3462.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[rfpermen's solution](#)

3463.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[rfpermen's solution](#)

3464.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[rfpermen's solution](#)

3465.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

3466.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3467.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3468.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3469.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

3470.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

3471.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

3472.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

3473.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

3474.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

3475.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3476.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2018-08-04 · last AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

3477.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[rfpermen's solution](#)

3478.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3479.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[rfpermen's solution](#)

3480.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

3481.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3482.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3483.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

3484.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3485.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[rfpermen's solution](#)

3486.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[rfpermen's solution](#)

3487.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

3488.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

3489.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[rfpermen's solution](#)

3490.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

3491.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[rfpermen's solution](#)

3492.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[rfpermen's solution](#)

3493.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-06-26 · last AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3494.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

3495.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3496.

158C

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

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[rfpermen's solution](#)

3497.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3498.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3499.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

3500.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[rfpermen's solution](#)

3501.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3502.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3503.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

3504.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[rfpermen's solution](#)

3505.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3506.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3507.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[rfpermen's solution](#)

3508.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[rfpermen's solution](#)

3509.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3510.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3511.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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3512.

226A

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

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3513.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

3514.

680C

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

Rating: 1400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[rfpermen's solution](#)

3515.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

3516.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

3517.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[rfpermen's solution](#)

3518.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3519.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

3520.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3521.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[rfpermen's solution](#)

3522.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

3523.

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3524.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3525.

867B

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

Rating: 1400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[rfpermen's solution](#)

3526.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

3527.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[rfpermen's solution](#)

3528.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3529.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

3530.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3531.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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3532.

550B

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Quality: 27,446 global accepts · Rating: 1400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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3533.

650A

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Quality: 16,640 global accepts · Rating: 1400 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

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3534.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,182 global accepts · Rating: 1400 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[rfpermen's solution](#)

3535.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3536.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[rfpermen's solution](#)

3537.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

3538.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

3539.

602B

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Quality: 12,073 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[rfpermen's solution](#)

3540.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3541.

675B

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Quality: 7,733 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

3542.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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3543.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

3544.

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

3545.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

3546.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

3547.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[rfpermen's solution](#)

3548.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[rfpermen's solution](#)

3549.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths
[rfpermen's solution](#)

3550.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

3551.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[rfpermen's solution](#)

3552.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3553.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

3554.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

3555.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2018-08-12 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

3556.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2018-08-12 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[rfpermen's solution](#)

3557.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

3558.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[rfpermen's solution](#)

3559.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[rfpermen's solution](#)

3560.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3561.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

3562.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3563.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3564.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2018-08-05 · last AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

3565.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3566.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[rfpermen's solution](#)

3567.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[rfpermen's solution](#)

3568.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

3569.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,629 global accepts · Rating: 1400 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

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3570.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[rfpermen's solution](#)

3571.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3572.

279B

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3573.

448B

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3574.

507B

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3575.

1009B

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3576.

762A

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978E

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844C

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3579.

975C

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888C

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3581.

534B

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3582.

679A

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3583.

2218F

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3584.

2203C

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3585.

2200E

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3586.

2195E

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3587.

2185E

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3588.

2183C

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3589.

2205C

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3590.

2169D1

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3591.

2163C

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3592.

2155C

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3593.

2153C

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3594.

2146D1

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3595.

2149E

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3596.

2147C

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3597.

1958C

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3598.

2137E

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3599.

2140C

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3600.

2109C1

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3601.

2121E

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3602.

2107C

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3603.

2106D

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2072E

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2093E

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2053C

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2067C

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3610.

2108C

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3611.

2070C

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3612.

2075C

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3613.

2077A

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3614.

2049C

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3615.

2057C

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3616.

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3617.

2069C

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3618.

2003D1

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3619.

178D1

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177D2

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3621.

177C2

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3622.

177C1

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3623.

690C2

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3624.

1776L

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3625.

1765N

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3626.

1765K

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3627.

2026C

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3628.

2027C

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3629.

2008E

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3630.

2007C

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3631.

1999G1

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3632.

1850G

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3633.

1526C1

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3634.

1996D

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3635.

1985F

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3636.

1971E

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3637.

1614C

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3638.

1997D

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3639.

1616C

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3640.

1562C

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Quality: 14,310 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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3641.

1621B

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3642.

1536C

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3643.

1552B

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3644.

1542B

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3645.

1553D

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3646.

1546C

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3647.

1659C

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3648.

1990C

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Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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3649.

1898B

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3650.

1891C

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3651.

1842C

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3652.

1999F

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3653.

1791F

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[rfpermen's solution](#)

3654.

1915F

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Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

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3655.

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[rfpermen's solution](#)

3656.

1925C

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

Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[rfpermen's solution](#)

3657.

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math
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3658.

1789C

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Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[rfpermen's solution](#)

3659.

1804C

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3660.

1673C

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Quality: 18,010 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
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3661.

1515D

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Quality: 12,821 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
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3662.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

3663.

1754C2

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Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

3664.

1711C

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

Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

3665.

1646C

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3666.

1883D

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Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

3667.

1881E

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Quality: 23,689 global accepts · Rating: 1500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

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3668.

1949B

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[rfpermen's solution](#)

3669.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[rfpermen's solution](#)

3670.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, strings

[rfpermen's solution](#)

3671.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[rfpermen's solution](#)

3672.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[rfpermen's solution](#)

3673.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[rfpermen's solution](#)

3674.

649C

[A05D10D\\$ L D4AC^>C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

3675.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

3676.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3677.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[rfpermen's solution](#)

3678.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[rfpermen's solution](#)

3679.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[rfpermen's solution](#)

3680.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[rfpermen's solution](#)

3681.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[rfpermen's solution](#)

3682.

1877D

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

Rating: 1500 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[rfpermen's solution](#)

3683.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[rfpermen's solution](#)

3684.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

3685.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3686.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[rfpermen's solution](#)

3687.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[rfpermen's solution](#)

3688.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

3689.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[rfpermen's solution](#)

3690.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3691.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[rfpermen's solution](#)

3692.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[rfpermen's solution](#)

3693.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

3694.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[rfpermen's solution](#)

3695.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2023-04-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3696.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2023-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3697.

239B

[Easy Tape Programming](#) · [Tutorial](#)

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

3698.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory
[rfpermen's solution](#)

3699.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[rfpermen's solution](#)

3700.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar
[rfpermen's solution](#)

3701.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[rfpermen's solution](#)

3702.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

3703.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3704.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

3705.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

3706.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, strings
[rfpermen's solution](#)

3707.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3708.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3709.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3710.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

3711.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3712.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[rfpermen's solution](#)

3713.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

3714.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3715.

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[rfpermen's solution](#)

3716.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[rfpermen's solution](#)

3717.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

3718.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3719.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[rfpermen's solution](#)

3720.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3721.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3722.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

3723.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3724.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special, probabilities

[rfpermen's solution](#)

3725.

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3726.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

3727.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3728.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3729.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

3730.

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

3731.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 692 global accepts · Rating: 1500 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

3732.

72I

[Goofy Numbers](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 1500 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3733.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2023-03-21 · Haskell (first AC) · Tags: —

[rfpermen's solution](#)

3734.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2023-03-18 · JavaScript (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[rfpermen's solution](#)

3735.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)

3736.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3737.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings

[rfpermen's solution](#)

3738.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3739.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[rfpermen's solution](#)

3740.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

3741.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

3742.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

3743.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

3744.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

3745.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[rfpermen's solution](#)

3746.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers
[rfpermen's solution](#)

3747.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

3748.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

3749.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,880 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

3750.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[rfpermen's solution](#)

3751.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[rfpermen's solution](#)

3752.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[rfpermen's solution](#)

3753.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

3754.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

3755.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

3756.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[rfpermen's solution](#)

3757.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

3758.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[rfpermen's solution](#)

3759.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

3760.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3761.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[rfpermen's solution](#)

3762.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive

algorithms, dsu, implementation

[rfpermen's solution](#)

3763.

855B

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

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[rfpermen's solution](#)

3764.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3765.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

3766.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3767.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[rfpermen's solution](#)

3768.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[rfpermen's solution](#)

3769.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[rfpermen's solution](#)

3770.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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3771.

510B

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Quality: 16,206 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

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3772.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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3773.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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3774.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

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3775.

1492C

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Quality: 17,495 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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3776.

1486B

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Quality: 20,483 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

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3777.

1201B

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Quality: 25,467 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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3778.

1368B

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Quality: 21,428 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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3779.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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3780.

331A2

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Quality: 1,546 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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3781.

293A

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3782.

1179A

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Quality: 11,798 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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3783.

417A

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Quality: 3,409 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

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3784.

443B

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Quality: 4,275 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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3785.

501C

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Quality: 6,060 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees
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3786.

496C

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Quality: 8,154 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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3787.

224B

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, two pointers
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3788.

166C

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Quality: 7,430 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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3789.

332B

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Quality: 8,711 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
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3790.

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
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3791.

100I

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Quality: 430 global accepts · Rating: 1500 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, geometry, math
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3792.

100D

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Quality: 365 global accepts · Rating: 1500 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, strings
[rfpermen's solution](#)

3793.

100B

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Quality: 581 global accepts · Rating: 1500 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

3794.

130D

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Quality: 425 global accepts · Rating: 1500 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

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3795.

130C

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Quality: 539 global accepts · Rating: 1500 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

3796.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

3797.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3798.

245D

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Quality: 2,881 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3799.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[rfpermen's solution](#)

3800.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

3801.

670D2

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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3802.

64B

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Quality: 1,054 global accepts · Rating: 1500 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, expression parsing

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3803.

39J

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Quality: 3,571 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[rfpermen's solution](#)

3804.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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3805.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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3806.

1436C

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Quality: 11,669 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

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3807.

1760F

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Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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3808.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

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3809.

1417C

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

Rating: 1500 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

3810.

1759E

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Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[rfpermen's solution](#)

3811.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[rfpermen's solution](#)

3812.

1506E

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Quality: 14,194 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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3813.

1732D1

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Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

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3814.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[rfpermen's solution](#)

3815.

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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3816.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[rfpermen's solution](#)

3817.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[rfpermen's solution](#)

3818.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[rfpermen's solution](#)

3819.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[rfpermen's solution](#)

3820.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[rfpermen's solution](#)

3821.

1418C

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Quality: 28,133 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[rfpermen's solution](#)

3822.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[rfpermen's solution](#)

3823.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

3824.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[rfpermen's solution](#)

3825.

810C

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

Rating: 1500 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[rfpermen's solution](#)

3826.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[rfpermen's solution](#)

3827.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
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3828.

702B

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Quality: 13,632 global accepts · Rating: 1500 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math
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3829.

1722G

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Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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3830.

609C

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Quality: 7,397 global accepts · Rating: 1500 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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3831.

677C

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3832.

696A

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Quality: 6,458 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees
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3833.

1119C

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3834.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
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3835.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings
[rfpermen's solution](#)

3836.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[rfpermen's solution](#)

3837.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
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3838.

1313C1

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Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
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3839.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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3840.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
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3841.

1675E

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3842.

362A

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Quality: 2,805 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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3843.

271C

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Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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3844.

1676H2

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Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings
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3845.

891A

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Quality: 14,280 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
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3846.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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3847.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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3848.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
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3849.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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3850.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

3851.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[rfpermen's solution](#)

3852.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

3853.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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3854.

1366C

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

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3855.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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3856.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[rfpermen's solution](#)

3857.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3858.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3859.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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3860.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3861.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[rfpermen's solution](#)

3862.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[rfpermen's solution](#)

3863.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3864.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

3865.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3866.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

3867.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

3868.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

3869.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

3870.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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3871.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

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3872.

958F1

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Quality: 1,816 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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3873.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

3874.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

3875.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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3876.

1538F

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Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[rfpermen's solution](#)

3877.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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3878.

553A

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Quality: 9,830 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

3879.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2021-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

3880.

350B

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Quality: 3,398 global accepts · Rating: 1500 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[rfpermen's solution](#)

3881.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

3882.

1180B

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Quality: 10,107 global accepts · Rating: 1500 · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

3883.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

3884.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[rfpermen's solution](#)

3885.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

3886.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3887.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[rfpermen's solution](#)

3888.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[rfpermen's solution](#)

3889.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

3890.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

3891.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[rfpermen's solution](#)

3892.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[rfpermen's solution](#)

3893.

1440C1

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

Rating: 1500 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

3894.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[rfpermen's solution](#)

3895.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[rfpermen's solution](#)

3896.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

3897.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[rfpermen's solution](#)

3898.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

3899.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[rfpermen's solution](#)

3900.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

3901.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[rfpermen's solution](#)

3902.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[rfpermen's solution](#)

3903.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[rfpermen's solution](#)

3904.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[rfpermen's solution](#)

3905.

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

[rfpermen's solution](#)

3906.

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[rfpermen's solution](#)

3907.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3908.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy

[rfpermen's solution](#)

3909.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

3910.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[rfpermen's solution](#)

3911.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3912.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3913.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

3914.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[rfpermen's solution](#)

3915.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[rfpermen's solution](#)

3916.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3917.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3918.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

3919.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

3920.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3921.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[rfpermen's solution](#)

3922.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

3923.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[rfpermen's solution](#)

3924.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

3925.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[rfpermen's solution](#)

3926.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[rfpermen's solution](#)

3927.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[rfpermen's solution](#)

3928.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[rfpermen's solution](#)

3929.

1265C

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

Rating: 1500 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

3930.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rfpermen's solution](#)

3931.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[rfpermen's solution](#)

3932.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[rfpermen's solution](#)

3933.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[rfpermen's solution](#)

3934.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[rfpermen's solution](#)

3935.

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

3936.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[rfpermen's solution](#)

3937.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

3938.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

3939.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

3940.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

3941.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3942.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

3943.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

3944.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[rfpermen's solution](#)

3945.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[rfpermen's solution](#)

3946.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

3947.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[rfpermen's solution](#)

3948.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[rfpermen's solution](#)

3949.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

3950.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

3951.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3952.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

3953.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1500 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[rfpermen's solution](#)

3954.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

3955.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[rfpermen's solution](#)

3956.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

3957.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

3958.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

3959.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

3960.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

3961.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

3962.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math,

trees

[rfpermen's solution](#)

3963.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

3964.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[rfpermen's solution](#)

3965.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

3966.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[rfpermen's solution](#)

3967.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

3968.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[rfpermen's solution](#)

3969.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

3970.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

3971.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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3972.

1101C

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3973.

1106D

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3974.

1106B

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3975.

1101E

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3976.

839C

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3977.

743C

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3978.

659D

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3979.

1070H

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3980.

702C

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3981.

166E

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3982.

1070F

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3983.

710C

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3984.

1080C

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3985.

91B

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3986.

468A

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3987.

367A

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3988.

415B

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[rfpermen's solution](#)

3989.

584B

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[rfpermen's solution](#)

3990.

278B

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Quality: 3,639 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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3991.

103B

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Quality: 10,652 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
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3992.

358B

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Quality: 3,908 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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3993.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[rfpermen's solution](#)

3994.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

3995.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

3996.

274A

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Quality: 10,812 global accepts · Rating: 1500 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

3997.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

3998.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

3999.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[rfpermen's solution](#)

4000.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4001.

550C

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Quality: 32,137 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[rfpermen's solution](#)

4002.

580B

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Quality: 31,924 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[rfpermen's solution](#)

4003.

545C

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Quality: 32,868 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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4004.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4005.

165B

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

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

4006.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[rfpermen's solution](#)

4007.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4008.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[rfpermen's solution](#)

4009.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

4010.

204A

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Quality: 6,590 global accepts · Rating: 1500 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp

[rfpermen's solution](#)

4011.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

4012.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[rfpermen's solution](#)

4013.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

4014.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[rfpermen's solution](#)

4015.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

4016.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

4017.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[rfpermen's solution](#)

4018.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

4019.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[rfpermen's solution](#)

4020.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

4021.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

4022.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[rfpermen's solution](#)

4023.

29B

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Quality: 3,349 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4024.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings
[rfpermen's solution](#)

4025.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[rfpermen's solution](#)

4026.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

4027.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs
[rfpermen's solution](#)

4028.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

4029.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy
[rfpermen's solution](#)

4030.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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4031.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

4032.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

4033.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings
[rfpermen's solution](#)

4034.

282B

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Quality: 13,971 global accepts · Rating: 1500 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

4035.

1013C

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Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

4036.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

4037.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4038.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4039.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

4040.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

4041.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[rfpermen's solution](#)

4042.

977E

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Quality: 25,616 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

4043.

976C

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Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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4044.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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4045.

845C

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Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

4046.

837C

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Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

4047.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[rfpermen's solution](#)

4048.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, shortest paths
[rfpermen's solution](#)

4049.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math
[rfpermen's solution](#)

4050.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
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4051.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[rfpermen's solution](#)

4052.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

4053.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

4054.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

4055.

2182D

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Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[rfpermen's solution](#)

4056.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: games
[rfpermen's solution](#)

4057.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings,

ternary search, two pointers

[rfpermen's solution](#)

4058.

2171F

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

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[rfpermen's solution](#)

4059.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[rfpermen's solution](#)

4060.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[rfpermen's solution](#)

4061.

2167E

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

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[rfpermen's solution](#)

4062.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[rfpermen's solution](#)

4063.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,016 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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4064.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2025-11-11 · Kotlin 1.7 (first AC) · Tags: *special

[rfpermen's solution](#)

4065.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2025-11-10 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4066.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2025-11-10 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

4067.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[rfpermen's solution](#)

4068.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[rfpermen's solution](#)

4069.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[rfpermen's solution](#)

4070.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[rfpermen's solution](#)

4071.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

4072.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities
[rfpermen's solution](#)

4073.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

4074.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[rfpermen's solution](#)

4075.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

4076.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[rfpermen's solution](#)

4077.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[rfpermen's solution](#)

4078.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

4079.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

4080.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[rfpermen's solution](#)

4081.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[rfpermen's solution](#)

4082.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

4083.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[rfpermen's solution](#)

4084.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[rfpermen's solution](#)

4085.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[rfpermen's solution](#)

4086.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[rfpermen's solution](#)

4087.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[rfpermen's solution](#)

4088.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[rfpermen's solution](#)

4089.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[rfpermen's solution](#)

4090.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

4091.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

4092.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

4093.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[rfpermen's solution](#)

4094.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[rfpermen's solution](#)

4095.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[rfpermen's solution](#)

4096.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

4097.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[rfpermen's solution](#)

4098.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

4099.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

4100.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[rfpermen's solution](#)

4101.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

4102.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[rfpermen's solution](#)

4103.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, strings

[rfpermen's solution](#)

4104.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math

[rfpermen's solution](#)

4105.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[rfpermen's solution](#)

4106.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

4107.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[rfpermen's solution](#)

4108.

1529C

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

Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[rfpermen's solution](#)

4109.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4110.

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

4111.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

4112.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

4113.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[rfpermen's solution](#)

4114.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

4115.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

4116.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

4117.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[rfpermen's solution](#)

4118.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[rfpermen's solution](#)

4119.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[rfpermen's solution](#)

4120.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)

4121.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp

[rfpermen's solution](#)

4122.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[rfpermen's solution](#)

4123.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

4124.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

4125.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4126.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

4127.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[rfpermen's solution](#)

4128.

1802C

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

Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

4129.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[rfpermen's solution](#)

4130.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

4131.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[rfpermen's solution](#)

4132.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

4133.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[rfpermen's solution](#)

4134.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, math

[rfpermen's solution](#)

4135.

1688D

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

Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

4136.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

4137.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[rfpermen's solution](#)

4138.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

4139.

1754D

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

Rating: 1600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

4140.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

4141.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[rfpermen's solution](#)

4142.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

4143.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees

[rfpermen's solution](#)

4144.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[rfpermen's solution](#)

4145.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, math

[rfpermen's solution](#)

4146.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[rfpermen's solution](#)

4147.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[rfpermen's solution](#)

4148.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[rfpermen's solution](#)

4149.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[rfpermen's solution](#)

4150.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

4151.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

4152.

649D

[AD50Dh@C 3CÄ5CÔBC FC,,O C00CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

4153.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[rfpermen's solution](#)

4154.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[rfpermen's solution](#)

4155.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

4156.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

4157.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4158.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[rfpermen's solution](#)

4159.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

4160.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

4161.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

4162.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[rfpermen's solution](#)

4163.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

4164.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[rfpermen's solution](#)

4165.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

4166.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[rfpermen's solution](#)

4167.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[rfpermen's solution](#)

4168.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[rfpermen's solution](#)

4169.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[rfpermen's solution](#)

4170.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

4171.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

4172.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

4173.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

4174.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

4175.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

4176.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms
[rfpermen's solution](#)

4177.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4178.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[rfpermen's solution](#)

4179.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

4180.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4181.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4182.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

4183.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation, number theory
[rfpermen's solution](#)

4184.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4185.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

4186.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

4187.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

4188.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[rfpermen's solution](#)

4189.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4190.

958E1

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

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[rfpermen's solution](#)

4191.

524A

[AS>Ct=CaC<>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4192.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

4193.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy, strings

[rfpermen's solution](#)

4194.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, implementation

[rfpermen's solution](#)

4195.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4196.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[rfpermen's solution](#)

4197.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4198.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing

[rfpermen's solution](#)

4199.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

4200.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4201.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[rfpermen's solution](#)

4202.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

4203.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[rfpermen's solution](#)

4204.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4205.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[rfpermen's solution](#)

4206.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4207.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

4208.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[rfpermen's solution](#)

4209.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

4210.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[rfpermen's solution](#)

4211.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[rfpermen's solution](#)

4212.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

4213.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[rfpermen's solution](#)

4214.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

4215.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

4216.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

4217.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[rfpermen's solution](#)

4218.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

4219.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

4220.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4221.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[rfpermen's solution](#)

4222.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

4223.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[rfpermen's solution](#)

4224.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

4225.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers
[rfpermen's solution](#)

4226.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

4227.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

4228.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[rfpermen's solution](#)

4229.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[rfpermen's solution](#)

4230.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

4231.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

4232.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[rfpermen's solution](#)

4233.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[rfpermen's solution](#)

4234.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[rfpermen's solution](#)

4235.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

4236.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[rfpermen's solution](#)

4237.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

4238.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: trees

[rfpermen's solution](#)

4239.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[rfpermen's solution](#)

4240.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[rfpermen's solution](#)

4241.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[rfpermen's solution](#)

4242.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4243.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[rfpermen's solution](#)

4244.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest

paths

[rfpermen's solution](#)

4245.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

4246.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

4247.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[rfpermen's solution](#)

4248.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[rfpermen's solution](#)

4249.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[rfpermen's solution](#)

4250.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

4251.

518C

[Any and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[rfpermen's solution](#)

4252.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[rfpermen's solution](#)

4253.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[rfpermen's solution](#)

4254.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

math

[rfpermen's solution](#)

4255.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[rfpermen's solution](#)

4256.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

4257.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[rfpermen's solution](#)

4258.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[rfpermen's solution](#)

4259.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[rfpermen's solution](#)

4260.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[rfpermen's solution](#)

4261.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[rfpermen's solution](#)

4262.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[rfpermen's solution](#)

4263.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[rfpermen's solution](#)

4264.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

4265.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[rfpermen's solution](#)

4266.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[rfpermen's solution](#)

4267.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[rfpermen's solution](#)

4268.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4269.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

4270.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2023-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[rfpermen's solution](#)

4271.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[rfpermen's solution](#)

4272.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[rfpermen's solution](#)

4273.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[rfpermen's solution](#)

4274.

207D7

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

4275.

207D5

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

4276.

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2023-03-21 · Cobol (first AC) · Tags: *special

[rfpermen's solution](#)

4277.

1115U2

[Chessboard unitary](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4278.

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4279.

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4280.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4281.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, graphs, greedy

[rfpermen's solution](#)

4282.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy, sortings

[rfpermen's solution](#)

4283.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4284.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4285.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4286.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4287.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

4288.

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

4289.

72H

[Reverse It!](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 1600 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4290.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2023-03-20 · FPC (first AC) · Tags: —

[rfpermen's solution](#)

4291.

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2023-03-18 · GNU C11 (first AC) · Tags: *special, implementation, strings

[rfpermen's solution](#)

4292.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

4293.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[rfpermen's solution](#)

4294.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

4295.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

4296.

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[rfpermen's solution](#)

4297.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation
[rfpermen's solution](#)

4298.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[rfpermen's solution](#)

4299.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[rfpermen's solution](#)

4300.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[rfpermen's solution](#)

4301.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[rfpermen's solution](#)

4302.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[rfpermen's solution](#)

4303.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math
[rfpermen's solution](#)

4304.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

4305.

100E

[Lamps in a Line](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1600 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, math
[rfpermen's solution](#)

4306.

130H

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

Quality: 929 global accepts · Rating: 1600 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

4307.

130F

[Prime factorization](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1600 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

4308.

130E

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

Quality: 323 global accepts · Rating: 1600 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

4309.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, greedy

[rfpermen's solution](#)

4310.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4311.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[rfpermen's solution](#)

4312.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

4313.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[rfpermen's solution](#)

4314.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

4315.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4316.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

4317.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[rfpermen's solution](#)

4318.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

4319.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[rfpermen's solution](#)

4320.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[rfpermen's solution](#)

4321.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[rfpermen's solution](#)

4322.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[rfpermen's solution](#)

4323.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

4324.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[rfpermen's solution](#)

4325.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4326.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

4327.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[rfpermen's solution](#)

4328.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[rfpermen's solution](#)

4329.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[rfpermen's solution](#)

4330.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[rfpermen's solution](#)

4331.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[rfpermen's solution](#)

4332.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

4333.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[rfpermen's solution](#)

4334.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[rfpermen's solution](#)

4335.

1703G

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

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[rfpermen's solution](#)

4336.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[rfpermen's solution](#)

4337.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[rfpermen's solution](#)

4338.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[rfpermen's solution](#)

4339.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4340.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[rfpermen's solution](#)

4341.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation
[rfpermen's solution](#)

4342.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[rfpermen's solution](#)

4343.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[rfpermen's solution](#)

4344.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

4345.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[rfpermen's solution](#)

4346.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[rfpermen's solution](#)

4347.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

4348.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers
[rfpermen's solution](#)

4349.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[rfpermen's solution](#)

4350.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rfpermen's solution](#)

4351.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[rfpermen's solution](#)

4352.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[rfpermen's solution](#)

4353.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

4354.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[rfpermen's solution](#)

4355.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4356.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

4357.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4358.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[rfpermen's solution](#)

4359.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

4360.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2018-08-09 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

4361.

1678C

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

Rating: 1600 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[rfpermen's solution](#)

4362.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

4363.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

4364.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[rfpermen's solution](#)

4365.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[rfpermen's solution](#)

4366.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

4367.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4368.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

4369.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

4370.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[rfpermen's solution](#)

4371.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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4372.

1082B

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4373.

1062C

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4374.

1060C

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4375.

1056D

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4376.

1056B

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4377.

1520F1

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4378.

1603B

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4379.

1252C

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4380.

1607E

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4381.

1025C

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4382.

1028C

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4383.

1025B

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4384.

1027C

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4385.

1593E

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4386.

727B

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4387.

873C

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4388.

1567C

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4389.

1251C

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Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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4390.

1017C

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4391.

986A

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4392.

994C

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[rfpermen's solution](#)

4393.

1121C

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[rfpermen's solution](#)

4394.

940D

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[rfpermen's solution](#)

4395.

962D

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4396.

949A

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4397.

939D

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[rfpermen's solution](#)

4398.

939C

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Quality: 4,925 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[rfpermen's solution](#)

4399.

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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4400.

924B

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Quality: 5,618 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
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4401.

606B

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Quality: 2,833 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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4402.

930B

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4403.

935C

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Quality: 5,007 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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4404.

314A

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[rfpermen's solution](#)

4405.

599C

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Quality: 5,076 global accepts · Rating: 1600 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

4406.

932C

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4407.

1475E

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Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[rfpermen's solution](#)

4408.

923B

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Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
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4409.

1217B

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4410.

446A

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4411.

154B

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4412.

618C

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Quality: 4,662 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

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4413.

508C

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4414.

157D

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4415.

722C

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4416.

1137B

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4417.

1045I

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4418.

150B

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4419.

305C

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4420.

107B

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4421.

992B

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theory

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4422.

1397C

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4423.

1396A

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4424.

1371D

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4425.

1374E1

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4426.

768B

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4427.

234G

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4428.

1140C

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4429.

1363C

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1358C

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4431.

1353D

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232A

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1352G

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1345C

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341A

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4436.

1305C

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4437.

1321C

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4438.

1003D

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1029C

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4440.

1077D

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1133F1

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4442.

1165D

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4443.

1282B2

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4444.

1291C

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4445.

1295C

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4446.

1294D

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4447.

1288C

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4448.

777C

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4449.

573B

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4450.

615B

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4451.

269A

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4452.

75C

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[rfpermen's solution](#)

4453.

1262D1

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Rating: 1600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

4454.

32D

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Quality: 1,491 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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4455.

705C

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Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
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4456.

1255C

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Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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4457.

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4458.

272D

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4459.

55B

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Quality: 3,447 global accepts · Rating: 1600 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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4460.

375B

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Quality: 5,430 global accepts · Rating: 1600 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings
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4461.

407B

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Quality: 7,162 global accepts · Rating: 1600 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

4462.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4463.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: strings

[rfpermen's solution](#)

4464.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

4465.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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4466.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

4467.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

4468.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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4469.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[rfpermen's solution](#)

4470.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[rfpermen's solution](#)

4471.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

4472.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

4473.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[rfpermen's solution](#)

4474.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

4475.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[rfpermen's solution](#)

4476.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

4477.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[rfpermen's solution](#)

4478.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[rfpermen's solution](#)

4479.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

4480.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4481.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

4482.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[rfpermen's solution](#)

4483.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2018-11-08 · last AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

4484.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

4485.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

4486.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

4487.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[rfpermen's solution](#)

4488.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[rfpermen's solution](#)

4489.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[rfpermen's solution](#)

4490.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

4491.

1113C

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

Rating: 1600 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

4492.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[rfpermen's solution](#)

4493.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4494.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[rfpermen's solution](#)

4495.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4496.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4497.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4498.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1600 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

4499.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

4500.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[rfpermen's solution](#)

4501.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

4502.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

4503.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

4504.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

4505.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,289 global accepts · Rating: 1600 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rfpermen's solution](#)

4506.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy,

shortest paths

[rfpermen's solution](#)

4507.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory, two pointers

[rfpermen's solution](#)

4508.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[rfpermen's solution](#)

4509.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[rfpermen's solution](#)

4510.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4511.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

4512.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[rfpermen's solution](#)

4513.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4514.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

4515.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

4516.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4517.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

4518.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

4519.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[rfpermen's solution](#)

4520.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[rfpermen's solution](#)

4521.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[rfpermen's solution](#)

4522.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

4523.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

4524.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4525.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

4526.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

4527.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4528.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[rfpermen's solution](#)

4529.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4530.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4531.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[rfpermen's solution](#)

4532.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4533.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4534.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[rfpermen's solution](#)

4535.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[rfpermen's solution](#)

4536.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[rfpermen's solution](#)

4537.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

4538.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4539.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[rfpermen's solution](#)

4540.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4541.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4542.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2018-08-16 · last AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rfpermen's solution](#)

4543.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[rfpermen's solution](#)

4544.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[rfpermen's solution](#)

4545.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[rfpermen's solution](#)

4546.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[rfpermen's solution](#)

4547.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[rfpermen's solution](#)

4548.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

4549.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,776 global accepts · Rating: 1600 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[rfpermen's solution](#)

4550.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[rfpermen's solution](#)

4551.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4552.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[rfpermen's solution](#)

4553.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, number theory

[rfpermen's solution](#)

4554.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

4555.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

4556.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-19 · last AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

4557.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4558.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[rfpermen's solution](#)

4559.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

4560.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

4561.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

4562.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4563.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

4564.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

4565.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

4566.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

4567.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation

[rfpermen's solution](#)

4568.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

4569.

2205D

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

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[rfpermen's solution](#)

4570.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[rfpermen's solution](#)

4571.

2201B

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

Quality: 4,952 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

4572.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

4573.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[rfpermen's solution](#)

4574.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

4575.

2178D

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4576.

2161B

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4577.

2152D

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4578.

2163B

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4579.

2159A

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4580.

2150B

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4581.

2147D

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4582.

2132E

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4583.

2135B

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4584.

2124D

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4585.

2122C

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4586.

2123F

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4587.

2118D1

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4588.

2044G1

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4589.

2112D

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4590.

2080B

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2052F

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4592.

2065G

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4593.

2090C

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4594.

2113C

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4595.

2065F

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4596.

2089A

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4597.

2094G

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4598.

2110D

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4599.

2104E

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4600.

2096C

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4601.

2086D

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Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

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4602.

2109C2

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4603.

2053D

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4604.

2072F

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4605.

2071C

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4606.

2050F

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4607.

2027D1

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4608.

1562D1

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4609.

177E1

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4610.

1970C2

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4611.

2019E

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4612.

316G1

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4613.

1581C

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1903D1

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4615.

690B1

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4616.

1267E

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4617.

1776F

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4618.

1765D

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4619.

2045A

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4620.

2041D

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4621.

2039D

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4622.

2031D

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4623.

2029C

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4624.

2030D

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4625.

2024D

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4626.

2009F

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Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[rfpermen's solution](#)

4627.

2007D

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4628.

2010C2

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4629.

1985H1

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4630.

1999G2

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Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

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4631.

1992E

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4632.

1986E

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4633.

1971G

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1945E

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4635.

1529D

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[rfpermen's solution](#)

4636.

1621C

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4637.

1826D

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4638.

1592C

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4639.

1869D1

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4640.

1973C

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4641.

1898C

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Quality: 6,512 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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4642.

1942C2

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4643.

1884C

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[rfpermen's solution](#)

4644.

1975D

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Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

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4645.

1930C

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4646.

1969C

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[rfpermen's solution](#)

4647.

1836C

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[rfpermen's solution](#)

4648.

1984C2

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Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

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4649.

1995B2

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4650.

1982D

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4651.

1983D

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4652.

1850H

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4653.

1931F

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4654.

1916D

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4655.

1948D

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4656.

1543D1

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4657.

1799C

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4658.

1583C

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4659.

1670D

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Quality: 5,656 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[rfpermen's solution](#)

4660.

1672D

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4661.

1625C

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Quality: 13,288 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

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4662.

1798C

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4663.

1735D

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Quality: 6,773 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

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4664.

1658C

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4665.

1810D

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4666.

1688E

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4667.

1688C

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4668.

1777C

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4669.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[rfpermen's solution](#)

4670.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[rfpermen's solution](#)

4671.

1694D

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

Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

4672.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[rfpermen's solution](#)

4673.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[rfpermen's solution](#)

4674.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[rfpermen's solution](#)

4675.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

4676.

1629D

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

Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

4677.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[rfpermen's solution](#)

4678.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[rfpermen's solution](#)

4679.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[rfpermen's solution](#)

4680.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[rfpermen's solution](#)

4681.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2019-03-05 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[rfpermen's solution](#)

4682.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[rfpermen's solution](#)

4683.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4684.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[rfpermen's solution](#)

4685.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[rfpermen's solution](#)

4686.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[rfpermen's solution](#)

4687.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[rfpermen's solution](#)

4688.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[rfpermen's solution](#)

4689.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

4690.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4691.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[rfpermen's solution](#)

4692.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[rfpermen's solution](#)

4693.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

4694.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

4695.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[rfpermen's solution](#)

4696.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[rfpermen's solution](#)

4697.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

4698.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

4699.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

4700.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[rfpermen's solution](#)

4701.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rfpermen's solution](#)

4702.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[rfpermen's solution](#)

4703.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[rfpermen's solution](#)

4704.

171H

[A polyline](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4705.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4706.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

4707.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[rfpermen's solution](#)

4708.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing

[rfpermen's solution](#)

4709.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

4710.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4711.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, greedy, sortings
[rfpermen's solution](#)

4712.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4713.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

4714.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math, meet-in-the-middle
[rfpermen's solution](#)

4715.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4716.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

4717.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

4718.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2023-08-27 · Mysterious Language (first AC) · Tags: *special
[rfpermen's solution](#)

4719.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, graph matchings, implementation, trees
[rfpermen's solution](#)

4720.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4721.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4722.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

4723.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

4724.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4725.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rfpermen's solution](#)

4726.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

4727.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4728.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4729.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

4730.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4731.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4732.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

4733.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

4734.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation

[rfpermen's solution](#)

4735.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[rfpermen's solution](#)

4736.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[rfpermen's solution](#)

4737.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

4738.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[rfpermen's solution](#)

4739.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math

[rfpermen's solution](#)

4740.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[rfpermen's solution](#)

4741.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, sortings

[rfpermen's solution](#)

4742.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: *special
[rfpermen's solution](#)

4743.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

4744.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[rfpermen's solution](#)

4745.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[rfpermen's solution](#)

4746.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

4747.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[rfpermen's solution](#)

4748.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[rfpermen's solution](#)

4749.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

4750.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[rfpermen's solution](#)

4751.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[rfpermen's solution](#)

4752.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings
[rfpermen's solution](#)

4753.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[rfpermen's solution](#)

4754.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[rfpermen's solution](#)

4755.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[rfpermen's solution](#)

4756.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

4757.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[rfpermen's solution](#)

4758.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

4759.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[rfpermen's solution](#)

4760.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[rfpermen's solution](#)

4761.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

4762.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[rfpermen's solution](#)

4763.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[rfpermen's solution](#)

4764.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory
[rfpermen's solution](#)

4765.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

4766.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[rfpermen's solution](#)

4767.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[rfpermen's solution](#)

4768.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4769.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[rfpermen's solution](#)

4770.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

4771.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[rfpermen's solution](#)

4772.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[rfpermen's solution](#)

4773.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rfpermen's solution](#)

4774.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[rfpermen's solution](#)

4775.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

4776.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

4777.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[rfpermen's solution](#)

4778.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

4779.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[rfpermen's solution](#)

4780.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[rfpermen's solution](#)

4781.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[rfpermen's solution](#)

4782.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[rfpermen's solution](#)

4783.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[rfpermen's solution](#)

4784.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[rfpermen's solution](#)

4785.

1368D

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

Quality: 13,658 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

4786.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[rfpermen's solution](#)

4787.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[rfpermen's solution](#)

4788.

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

4789.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

4790.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[rfpermen's solution](#)

4791.

524B

[BD>D\\$> CÔO CÔOCÂODSL 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

4792.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[rfpermen's solution](#)

4793.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

4794.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

4795.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[rfpermen's solution](#)

4796.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

4797.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

4798.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[rfpermen's solution](#)

4799.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4800.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[rfpermen's solution](#)

4801.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

4802.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[rfpermen's solution](#)

4803.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[rfpermen's solution](#)

4804.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[rfpermen's solution](#)

4805.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[rfpermen's solution](#)

4806.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[rfpermen's solution](#)

4807.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4808.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

4809.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[rfpermen's solution](#)

4810.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[rfpermen's solution](#)

4811.

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special
[rfpermen's solution](#)

4812.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, bitmasks, dp, greedy
[rfpermen's solution](#)

4813.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp, graphs
[rfpermen's solution](#)

4814.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy, sortings

[rfpermen's solution](#)

4815.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4816.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4817.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

4818.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

4819.

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2023-03-21 · JavaScript (first AC) · Tags: —

[rfpermen's solution](#)

4820.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2023-03-20 · PyPy 3 (first AC) · Tags: implementation

[rfpermen's solution](#)

4821.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[rfpermen's solution](#)

4822.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

4823.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4824.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

4825.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

4826.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

4827.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

4828.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

4829.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

4830.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[rfpermen's solution](#)

4831.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[rfpermen's solution](#)

4832.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

4833.

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

4834.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

4835.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

4836.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

4837.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4838.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[rfpermen's solution](#)

4839.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[rfpermen's solution](#)

4840.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[rfpermen's solution](#)

4841.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[rfpermen's solution](#)

4842.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[rfpermen's solution](#)

4843.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[rfpermen's solution](#)

4844.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

4845.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[rfpermen's solution](#)

4846.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[rfpermen's solution](#)

4847.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[rfpermen's solution](#)

4848.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[rfpermen's solution](#)

4849.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

4850.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[rfpermen's solution](#)

4851.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[rfpermen's solution](#)

4852.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[rfpermen's solution](#)

4853.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rfpermen's solution](#)

4854.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[rfpermen's solution](#)

4855.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[rfpermen's solution](#)

4856.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[rfpermen's solution](#)

4857.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[rfpermen's solution](#)

4858.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[rfpermen's solution](#)

4859.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[rfpermen's solution](#)

4860.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)

4861.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force

[rfpermen's solution](#)

4862.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[rfpermen's solution](#)

4863.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[rfpermen's solution](#)

4864.

919D

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Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

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4865.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

4866.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4867.

797C

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Quality: 9,841 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
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4868.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
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4869.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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4870.

1313B

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Quality: 7,009 global accepts · Rating: 1700 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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4871.

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
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4872.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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4873.

305B

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Quality: 2,289 global accepts · Rating: 1700 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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4874.

1678D

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Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

4875.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers
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4876.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math
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4877.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
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4878.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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4879.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[rfpermen's solution](#)

4880.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

4881.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees
[rfpermen's solution](#)

4882.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings
[rfpermen's solution](#)

4883.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[rfpermen's solution](#)

4884.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

4885.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[rfpermen's solution](#)

4886.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[rfpermen's solution](#)

4887.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[rfpermen's solution](#)

4888.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[rfpermen's solution](#)

4889.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

4890.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[rfpermen's solution](#)

4891.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[rfpermen's solution](#)

4892.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[rfpermen's solution](#)

4893.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[rfpermen's solution](#)

4894.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

4895.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[rfpermen's solution](#)

4896.

450C

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

Rating: 1700 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

4897.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[rfpermen's solution](#)

4898.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

4899.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

4900.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

4901.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4902.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

4903.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

4904.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[rfpermen's solution](#)

4905.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

4906.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4907.

929C

[Antonia](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[rfpermen's solution](#)

4908.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

4909.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

4910.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[rfpermen's solution](#)

4911.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[rfpermen's solution](#)

4912.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[rfpermen's solution](#)

4913.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

4914.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[rfpermen's solution](#)

4915.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2020-03-13 · last AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

4916.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2018-11-08 · last AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[rfpermen's solution](#)

4917.

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[rfpermen's solution](#)

4918.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

4919.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[rfpermen's solution](#)

4920.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2018-05-06 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4921.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[rfpermen's solution](#)

4922.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

4923.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

4924.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

4925.

559B

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

Quality: 11,673 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[rfpermen's solution](#)

4926.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[rfpermen's solution](#)

4927.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[rfpermen's solution](#)

4928.

1362D

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

Rating: 1700 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[rfpermen's solution](#)

4929.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

4930.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[rfpermen's solution](#)

4931.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings
[rfpermen's solution](#)

4932.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[rfpermen's solution](#)

4933.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[rfpermen's solution](#)

4934.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[rfpermen's solution](#)

4935.

1324E

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Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

4936.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rfpermen's solution](#)

4937.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

4938.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

4939.

1312D

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Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

4940.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[rfpermen's solution](#)

4941.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[rfpermen's solution](#)

4942.

1321D

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

Rating: 1700 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[rfpermen's solution](#)

4943.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4944.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rfpermen's solution](#)

4945.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[rfpermen's solution](#)

4946.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

4947.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

4948.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

4949.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[rfpermen's solution](#)

4950.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[rfpermen's solution](#)

4951.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[rfpermen's solution](#)

4952.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[rfpermen's solution](#)

4953.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

4954.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

4955.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[rfpermen's solution](#)

4956.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[rfpermen's solution](#)

4957.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[rfpermen's solution](#)

4958.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

4959.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

4960.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

4961.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

4962.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

4963.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

4964.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

4965.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

4966.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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4967.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

4968.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

4969.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
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4970.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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4971.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
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4972.

1253D

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Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
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4973.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths
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4974.

283B

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Quality: 3,931 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
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4975.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
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4976.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[rfpermen's solution](#)

4977.

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

4978.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[rfpermen's solution](#)

4979.

1248C

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

Rating: 1700 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

4980.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[rfpermen's solution](#)

4981.

1249E

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

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[rfpermen's solution](#)

4982.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[rfpermen's solution](#)

4983.

1228C

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Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

4984.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[rfpermen's solution](#)

4985.

1230D

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

Rating: 1700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[rfpermen's solution](#)

4986.

1215D

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Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[rfpermen's solution](#)

4987.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[rfpermen's solution](#)

4988.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-08-19 · last AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[rfpermen's solution](#)

4989.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

4990.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

4991.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

4992.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[rfpermen's solution](#)

4993.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

4994.

1202B

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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[rfpermen's solution](#)

4995.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

4996.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[rfpermen's solution](#)

4997.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[rfpermen's solution](#)

4998.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[rfpermen's solution](#)

4999.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[rfpermen's solution](#)

5000.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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5001.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5002.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

5003.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[rfpermen's solution](#)

5004.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

5005.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees
[rfpermen's solution](#)

5006.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy
[rfpermen's solution](#)

5007.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation
[rfpermen's solution](#)

5008.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[rfpermen's solution](#)

5009.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[rfpermen's solution](#)

5010.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[rfpermen's solution](#)

5011.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

5012.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

5013.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5014.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

5015.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[rfpermen's solution](#)

5016.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

5017.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[rfpermen's solution](#)

5018.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

5019.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

5020.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[rfpermen's solution](#)

5021.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rfpermen's solution](#)

5022.

1118C

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Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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5023.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[rfpermen's solution](#)

5024.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: *special
[rfpermen's solution](#)

5025.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[rfpermen's solution](#)

5026.

828C

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Rating: 1700 · first AC: 2019-02-14 · last AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[rfpermen's solution](#)

5027.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5028.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

5029.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

5030.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[rfpermen's solution](#)

5031.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5032.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

5033.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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5034.

631C

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[rfpermen's solution](#)

5035.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

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5036.

451C

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Quality: 3,580 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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5037.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

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5038.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

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5039.

1073D

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Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

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5040.

807C

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Rating: 1700 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

5041.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

5042.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

5043.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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5044.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

combinatorics, math
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5045.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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5046.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2018-08-15 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[rfpermen's solution](#)

5047.

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2018-09-12 · last AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

5048.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[rfpermen's solution](#)

5049.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

5050.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[rfpermen's solution](#)

5051.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[rfpermen's solution](#)

5052.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[rfpermen's solution](#)

5053.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[rfpermen's solution](#)

5054.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

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5055.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

5056.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[rfpermen's solution](#)

5057.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

5058.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 1700 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

5059.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

5060.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[rfpermen's solution](#)

5061.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[rfpermen's solution](#)

5062.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[rfpermen's solution](#)

5063.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rfpermen's solution](#)

5064.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, math

[rfpermen's solution](#)

5065.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

5066.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

5067.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

5068.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

5069.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5070.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

5071.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

5072.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

5073.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

5074.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[rfpermen's solution](#)

5075.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,618 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

5076.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[rfpermen's solution](#)

5077.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[rfpermen's solution](#)

5078.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[rfpermen's solution](#)

5079.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[rfpermen's solution](#)

5080.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[rfpermen's solution](#)

5081.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings
[rfpermen's solution](#)

5082.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

5083.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[rfpermen's solution](#)

5084.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[rfpermen's solution](#)

5085.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[rfpermen's solution](#)

5086.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[rfpermen's solution](#)

5087.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

5088.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[rfpermen's solution](#)

5089.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[rfpermen's solution](#)

5090.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[rfpermen's solution](#)

5091.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

5092.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[rfpermen's solution](#)

5093.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

5094.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-11-16 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math
[rfpermen's solution](#)

5095.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-11-16 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

5096.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2025-11-15 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

5097.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

5098.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[rfpermen's solution](#)

5099.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[rfpermen's solution](#)

5100.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

5101.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[rfpermen's solution](#)

5102.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[rfpermen's solution](#)

5103.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[rfpermen's solution](#)

5104.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

5105.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[rfpermen's solution](#)

5106.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

5107.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[rfpermen's solution](#)

5108.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[rfpermen's solution](#)

5109.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[rfpermen's solution](#)

5110.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

5111.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[rfpermen's solution](#)

5112.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[rfpermen's solution](#)

5113.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[rfpermen's solution](#)

5114.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[rfpermen's solution](#)

5115.

1825D1

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

Rating: 1800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[rfpermen's solution](#)

5116.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

5117.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[rfpermen's solution](#)

5118.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

5119.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, dp

[rfpermen's solution](#)

5120.

1719D1

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

Rating: 1800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[rfpermen's solution](#)

5121.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[rfpermen's solution](#)

5122.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

5123.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

5124.

1853D

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

Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[rfpermen's solution](#)

5125.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[rfpermen's solution](#)

5126.

1631D

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

Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

5127.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, trees

[rfpermen's solution](#)

5128.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

5129.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

5130.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

5131.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

5132.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[rfpermen's solution](#)

5133.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

5134.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[rfpermen's solution](#)

5135.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[rfpermen's solution](#)

5136.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[rfpermen's solution](#)

5137.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[rfpermen's solution](#)

5138.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[rfpermen's solution](#)

5139.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

5140.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

5141.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[rfpermen's solution](#)

5142.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

5143.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[rfpermen's solution](#)

5144.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[rfpermen's solution](#)

5145.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[rfpermen's solution](#)

5146.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

5147.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[rfpermen's solution](#)

5148.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[rfpermen's solution](#)

5149.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[rfpermen's solution](#)

5150.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[rfpermen's solution](#)

5151.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

5152.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[rfpermen's solution](#)

5153.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[rfpermen's solution](#)

5154.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[rfpermen's solution](#)

5155.

1966D

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

Rating: 1800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[rfpermen's solution](#)

5156.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[rfpermen's solution](#)

5157.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

5158.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[rfpermen's solution](#)

5159.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[rfpermen's solution](#)

5160.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[rfpermen's solution](#)

5161.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[rfpermen's solution](#)

5162.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[rfpermen's solution](#)

5163.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[rfpermen's solution](#)

5164.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[rfpermen's solution](#)

5165.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[rfpermen's solution](#)

5166.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

5167.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[rfpermen's solution](#)

5168.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[rfpermen's solution](#)

5169.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[rfpermen's solution](#)

5170.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[rfpermen's solution](#)

5171.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[rfpermen's solution](#)

5172.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[rfpermen's solution](#)

5173.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[rfpermen's solution](#)

5174.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[rfpermen's solution](#)

5175.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[rfpermen's solution](#)

5176.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

5177.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[rfpermen's solution](#)

5178.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[rfpermen's solution](#)

5179.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

5180.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[rfpermen's solution](#)

5181.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[rfpermen's solution](#)

5182.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[rfpermen's solution](#)

5183.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[rfpermen's solution](#)

5184.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[rfpermen's solution](#)

5185.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[rfpermen's solution](#)

5186.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[rfpermen's solution](#)

5187.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[rfpermen's solution](#)

5188.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[rfpermen's solution](#)

5189.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[rfpermen's solution](#)

5190.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[rfpermen's solution](#)

5191.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[rfpermen's solution](#)

5192.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

5193.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

5194.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5195.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[rfpermen's solution](#)

5196.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

5197.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory
[rfpermen's solution](#)

5198.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation
[rfpermen's solution](#)

5199.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities
[rfpermen's solution](#)

5200.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5201.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

5202.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer
[rfpermen's solution](#)

5203.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

5204.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

5205.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation
[rfpermen's solution](#)

5206.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

5207.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

5208.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

5209.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5210.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[rfpermen's solution](#)

5211.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[rfpermen's solution](#)

5212.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[rfpermen's solution](#)

5213.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5214.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

5215.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[rfpermen's solution](#)

5216.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5217.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

5218.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5219.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

5220.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

5221.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

5222.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[rfpermen's solution](#)

5223.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

5224.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[rfpermen's solution](#)

5225.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

5226.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5227.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[rfpermen's solution](#)

5228.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[rfpermen's solution](#)

5229.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[rfpermen's solution](#)

5230.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

5231.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[rfpermen's solution](#)

5232.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

5233.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5234.

683F

[Reformat the String](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 1800 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

5235.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

5236.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[rfpermen's solution](#)

5237.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[rfpermen's solution](#)

5238.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

5239.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[rfpermen's solution](#)

5240.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[rfpermen's solution](#)

5241.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5242.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, implementation

[rfpermen's solution](#)

5243.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[rfpermen's solution](#)

5244.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[rfpermen's solution](#)

5245.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[rfpermen's solution](#)

5246.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5247.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[rfpermen's solution](#)

5248.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

5249.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[rfpermen's solution](#)

5250.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

5251.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[rfpermen's solution](#)

5252.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

5253.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[rfpermen's solution](#)

5254.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[rfpermen's solution](#)

5255.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

5256.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

5257.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[rfpermen's solution](#)

5258.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[rfpermen's solution](#)

5259.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[rfpermen's solution](#)

5260.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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5261.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

5262.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths
[rfpermen's solution](#)

5263.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

5264.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

5265.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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5266.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[rfpermen's solution](#)

5267.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5268.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
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5269.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

5270.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

5271.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

5272.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[rfpermen's solution](#)

5273.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

5274.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[rfpermen's solution](#)

5275.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

5276.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[rfpermen's solution](#)

5277.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[rfpermen's solution](#)

5278.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[rfpermen's solution](#)

5279.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[rfpermen's solution](#)

5280.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

5281.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[rfpermen's solution](#)

5282.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

5283.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[rfpermen's solution](#)

5284.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

5285.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[rfpermen's solution](#)

5286.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[rfpermen's solution](#)

5287.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

5288.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

5289.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

5290.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

5291.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

5292.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rfpermen's solution](#)

5293.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[rfpermen's solution](#)

5294.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5295.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

5296.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5297.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

5298.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2017-06-16 · last AC: 2023-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[rfpermen's solution](#)

5299.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

5300.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

5301.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5302.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

5303.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[rfpermen's solution](#)

5304.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[rfpermen's solution](#)

5305.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

5306.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[rfpermen's solution](#)

5307.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[rfpermen's solution](#)

5308.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
[rfpermen's solution](#)

5309.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

5310.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[rfpermen's solution](#)

5311.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[rfpermen's solution](#)

5312.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[rfpermen's solution](#)

5313.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5314.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

5315.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rfpermen's solution](#)

5316.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[rfpermen's solution](#)

5317.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[rfpermen's solution](#)

5318.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5319.

207D9

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 1800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

5320.

207D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

5321.

153B

[Binary notation](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 1800 · first AC: 2023-03-21 · Cobol (first AC) · Tags: *special

[rfpermen's solution](#)

5322.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, brute force, constructive algorithms,

implementation, math

[rfpermen's solution](#)

5323.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

5324.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

5325.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

5326.

72E

[Ali goes shopping](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 1800 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, brute force, strings

[rfpermen's solution](#)

5327.

72A

[Goshtasp, Vishtasp and Eidi](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 1800 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, greedy, math

[rfpermen's solution](#)

5328.

162J

[Brackets](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5329.

162H

[Alternating case](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5330.

162F

[Factorial zeros](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5331.

162E

[HQ9+](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5332.

162C

[Prime factorization](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5333.

162B

[Binary notation](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1800 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

[rfpermen's solution](#)

5334.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2023-03-20 · Ruby 3 (first AC) · Tags: math, number theory

[rfpermen's solution](#)

5335.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[rfpermen's solution](#)

5336.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[rfpermen's solution](#)

5337.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[rfpermen's solution](#)

5338.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[rfpermen's solution](#)

5339.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[rfpermen's solution](#)

5340.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

5341.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

5342.

470B

[Hexakosioihexekontahephobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special

[rfpermen's solution](#)

5343.

100G

[Name the album](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 1800 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, data structures, implementation

[rfpermen's solution](#)

5344.

100F

[Polynom](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 1800 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

5345.

130J

[Date calculation](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1800 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special

[rfpermen's solution](#)

5346.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, trees

[rfpermen's solution](#)

5347.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[rfpermen's solution](#)

5348.

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2023-01-15 · Roco (first AC) · Tags: *special, expression parsing, implementation

[rfpermen's solution](#)

5349.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[rfpermen's solution](#)

5350.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, greedy

[rfpermen's solution](#)

5351.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[rfpermen's solution](#)

5352.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

5353.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

5354.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[rfpermen's solution](#)

5355.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

5356.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[rfpermen's solution](#)

5357.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[rfpermen's solution](#)

5358.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

5359.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[rfpermen's solution](#)

5360.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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5361.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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5362.

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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5363.

1734D

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

[rfpermen's solution](#)

5364.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

5365.

1725M

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Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[rfpermen's solution](#)

5366.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[rfpermen's solution](#)

5367.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[rfpermen's solution](#)

5368.

1728D

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Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[rfpermen's solution](#)

5369.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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5370.

612D

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Quality: 4,362 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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5371.

600C

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Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[rfpermen's solution](#)

5372.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[rfpermen's solution](#)

5373.

1713D

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

[rfpermen's solution](#)

5374.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rfpermen's solution](#)

5375.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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5376.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

5377.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[rfpermen's solution](#)

5378.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[rfpermen's solution](#)

5379.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers
[rfpermen's solution](#)

5380.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[rfpermen's solution](#)

5381.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5382.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

5383.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

5384.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

5385.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

5386.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[rfpermen's solution](#)

5387.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[rfpermen's solution](#)

5388.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5389.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

5390.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rfpermen's solution](#)

5391.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[rfpermen's solution](#)

5392.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

5393.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

5394.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[rfpermen's solution](#)

5395.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rfpermen's solution](#)

5396.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, greedy, sortings

[rfpermen's solution](#)

5397.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[rfpermen's solution](#)

5398.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

5399.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

5400.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

5401.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

5402.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[rfpermen's solution](#)

5403.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

5404.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

5405.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[rfpermen's solution](#)

5406.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[rfpermen's solution](#)

5407.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[rfpermen's solution](#)

5408.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[rfpermen's solution](#)

5409.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[rfpermen's solution](#)

5410.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[rfpermen's solution](#)

5411.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[rfpermen's solution](#)

5412.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[rfpermen's solution](#)

5413.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[rfpermen's solution](#)

5414.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-05 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5415.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[rfpermen's solution](#)

5416.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[rfpermen's solution](#)

5417.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2019-08-19 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[rfpermen's solution](#)

5418.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

5419.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy

[rfpermen's solution](#)

5420.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[rfpermen's solution](#)

5421.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[rfpermen's solution](#)

5422.

688D

[Reminders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[rfpermen's solution](#)

5423.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[rfpermen's solution](#)

5424.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[rfpermen's solution](#)

5425.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

5426.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

5427.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rfpermen's solution](#)

5428.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

5429.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[rfpermen's solution](#)

5430.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

5431.

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[rfpermen's solution](#)

5432.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
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5433.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings
[rfpermen's solution](#)

5434.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[rfpermen's solution](#)

5435.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[rfpermen's solution](#)

5436.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers
[rfpermen's solution](#)

5437.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[rfpermen's solution](#)

5438.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

5439.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5440.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[rfpermen's solution](#)

5441.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[rfpermen's solution](#)

5442.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[rfpermen's solution](#)

5443.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[rfpermen's solution](#)

5444.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[rfpermen's solution](#)

5445.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[rfpermen's solution](#)

5446.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers
[rfpermen's solution](#)

5447.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory
[rfpermen's solution](#)

5448.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[rfpermen's solution](#)

5449.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[rfpermen's solution](#)

5450.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[rfpermen's solution](#)

5451.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[rfpermen's solution](#)

5452.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search
[rfpermen's solution](#)

5453.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

5454.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

5455.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[rfpermen's solution](#)

5456.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[rfpermen's solution](#)

5457.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[rfpermen's solution](#)

5458.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

flows, greedy, math
[rfpermen's solution](#)

5459.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[rfpermen's solution](#)

5460.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[rfpermen's solution](#)

5461.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[rfpermen's solution](#)

5462.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[rfpermen's solution](#)

5463.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

5464.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

5465.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[rfpermen's solution](#)

5466.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[rfpermen's solution](#)

5467.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 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

[rfpermen's solution](#)

5468.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

5469.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[rfpermen's solution](#)

5470.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[rfpermen's solution](#)

5471.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[rfpermen's solution](#)

5472.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

5473.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

5474.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rfpermen's solution](#)

5475.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

5476.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[rfpermen's solution](#)

5477.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[rfpermen's solution](#)

5478.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[rfpermen's solution](#)

5479.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

5480.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[rfpermen's solution](#)

5481.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[rfpermen's solution](#)

5482.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[rfpermen's solution](#)

5483.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

5484.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[rfpermen's solution](#)

5485.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

5486.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[rfpermen's solution](#)

5487.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[rfpermen's solution](#)

5488.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

5489.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

5490.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[rfpermen's solution](#)

5491.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[rfpermen's solution](#)

5492.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

5493.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[rfpermen's solution](#)

5494.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rfpermen's solution](#)

5495.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[rfpermen's solution](#)

5496.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-23 · last AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

5497.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5498.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search

[rfpermen's solution](#)

5499.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[rfpermen's solution](#)

5500.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

5501.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[rfpermen's solution](#)

5502.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

5503.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

5504.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[rfpermen's solution](#)

5505.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

5506.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[rfpermen's solution](#)

5507.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities
[rfpermen's solution](#)

5508.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[rfpermen's solution](#)

5509.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[rfpermen's solution](#)

5510.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[rfpermen's solution](#)

5511.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5512.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

5513.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5514.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[rfpermen's solution](#)

5515.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

5516.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation
[rfpermen's solution](#)

5517.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[rfpermen's solution](#)

5518.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5519.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

5520.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

5521.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory
[rfpermen's solution](#)

5522.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

5523.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

5524.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

5525.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, sortings

[rfpermen's solution](#)

5526.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5527.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

5528.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[rfpermen's solution](#)

5529.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[rfpermen's solution](#)

5530.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

5531.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

5532.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[rfpermen's solution](#)

5533.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

5534.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[rfpermen's solution](#)

5535.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[rfpermen's solution](#)

5536.

888E

[Maximum Subsequence](#) · [Tutorial](#)

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[rfpermen's solution](#)

5537.

482B

[Interesting Array](#) · [Tutorial](#)

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[rfpermen's solution](#)

5538.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[rfpermen's solution](#)

5539.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

5540.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rfpermen's solution](#)

5541.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[rfpermen's solution](#)

5542.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[rfpermen's solution](#)

5543.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[rfpermen's solution](#)

5544.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

5545.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

5546.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[rfpermen's solution](#)

5547.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

5548.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[rfpermen's solution](#)

5549.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

5550.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

5551.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[rfpermen's solution](#)

5552.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[rfpermen's solution](#)

5553.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[rfpermen's solution](#)

5554.

300C

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[rfpermen's solution](#)

5555.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

5556.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

5557.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[rfpermen's solution](#)

5558.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5559.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

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5560.

979B

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5561.

952D

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5562.

302C

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5563.

845D

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5564.

2211D

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5565.

2190B2

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5566.

2184G

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5567.

2184F

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5568.

2180D

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5569.

2180C

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5570.

2174B

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5571.

2173D

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5572.

2165B

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5573.

2157E

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5574.

2154D

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5575.

2156D

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5576.

2149F

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[rfpermen's solution](#)

5577.

2129C1

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5578.

1909I

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[rfpermen's solution](#)

5579.

1958E

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5580.

2137F

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5581.

2148G

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[rfpermen's solution](#)

5582.

2131F

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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5583.

2138B

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5584.

2128E1

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[rfpermen's solution](#)

5585.

2133D

[Chicken Jockey](#) · [Tutorial](#)

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[rfpermen's solution](#)

5586.

2089B1

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5587.

2002D1

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[rfpermen's solution](#)

5588.

2121G

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5589.

2073A

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5590.

2068F

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[rfpermen's solution](#)

5591.

2052E

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5592.

2093G

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5593.

2077B

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5594.

2094H

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[rfpermen's solution](#)

5595.

2044G2

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[rfpermen's solution](#)

5596.

2117G

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5597.

2106F

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5598.

2109D

[D/D/D](#) · [Tutorial](#)

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5599.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[rfpermen's solution](#)

5600.

2111E

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5601.

2066B

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5602.

2050G

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[rfpermen's solution](#)

5603.

2044F

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[rfpermen's solution](#)

5604.

2064D

[Eating](#) · [Tutorial](#)

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5605.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

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5606.

2059D

[Graph and Graph](#) · [Tutorial](#)

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5607.

2009G1

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5608.

1970G1

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5609.

1970B1

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Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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5610.

2014H

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5611.

2040D

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5612.

2042D

[Recommendations](#) · [Tutorial](#)

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5613.

178D2

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5614.

1888E

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Rating: 1900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

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5615.

1784B

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5616.

1802E

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5617.

1774E

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5618.

1661D

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5619.

1647D

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5620.

1719D2

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Rating: 1900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, math

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5621.

177E2

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5622.

1773A

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5623.

1184E1

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5624.

1970C3

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5625.

1912D

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5626.

1912A

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5627.

2038G

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5628.

2029D

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5629.

2036F

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5630.

2026D

[Sums of Segments](#) · [Tutorial](#)

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5631.

2022D1

[Asesino \(Easy Version\)](#) · [Tutorial](#)

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5632.

2021C2

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5633.

2019D

[Speedbreaker](#) · [Tutorial](#)

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[rfpermen's solution](#)

5634.

2013D

[Minimize the Difference](#) · [Tutorial](#)

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5635.

2001D

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[rfpermen's solution](#)

5636.

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[rfpermen's solution](#)

5637.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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5638.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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5639.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

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5640.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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5641.

1980F1

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Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[rfpermen's solution](#)

5642.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[rfpermen's solution](#)

5643.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

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5644.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[rfpermen's solution](#)

5645.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
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5646.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
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5647.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
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5648.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[rfpermen's solution](#)

5649.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[rfpermen's solution](#)

5650.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers
[rfpermen's solution](#)

5651.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

5652.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

5653.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
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5654.

1891D

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5655.

1969D

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5656.

1842D

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5657.

1991E

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5658.

1991D

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5659.

1998C

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5660.

1847D

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5661.

1928D

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5662.

1957D

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5663.

1834D

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[rfpermen's solution](#)

5664.

1791G2

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[rfpermen's solution](#)

5665.

1989D

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5666.

1920D

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[rfpermen's solution](#)

5667.

1855C2

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Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

5668.

1925D

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5669.

1977C

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5670.

1918D

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5671.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

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5672.

1585D

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[rfpermen's solution](#)

5673.

1543C

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[rfpermen's solution](#)

5674.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

5675.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)

5676.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[rfpermen's solution](#)

5677.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[rfpermen's solution](#)

5678.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

5679.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[rfpermen's solution](#)

5680.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

5681.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[rfpermen's solution](#)

5682.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[rfpermen's solution](#)

5683.

1914F

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Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[rfpermen's solution](#)

5684.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[rfpermen's solution](#)

5685.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[rfpermen's solution](#)

5686.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[rfpermen's solution](#)

5687.

1883G2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[rfpermen's solution](#)

5688.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[rfpermen's solution](#)

5689.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

5690.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

5691.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[rfpermen's solution](#)

5692.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[rfpermen's solution](#)

5693.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[rfpermen's solution](#)

5694.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[rfpermen's solution](#)

5695.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[rfpermen's solution](#)

5696.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[rfpermen's solution](#)

5697.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

5698.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[rfpermen's solution](#)

5699.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[rfpermen's solution](#)

5700.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5701.

412E

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Quality: 938 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

5702.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

5703.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[rfpermen's solution](#)

5704.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search, two pointers

[rfpermen's solution](#)

5705.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, geometry, sortings
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5706.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

5707.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

5708.

138B

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Quality: 1,110 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

5709.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[rfpermen's solution](#)

5710.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

5711.

457B

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Quality: 1,210 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

5712.

309C

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Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy
[rfpermen's solution](#)

5713.

656G

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Quality: 512 global accepts · Rating: 1900 · first AC: 2024-02-08 · Ruby 3 (first AC) · Tags: *special
[rfpermen's solution](#)

5714.

121C

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Quality: 1,434 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory
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5715.

1090B

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Quality: 1,550 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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5716.

67D

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Quality: 1,777 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[rfpermen's solution](#)

5717.

109B

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Quality: 1,780 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities
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5718.

63D

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Quality: 1,447 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

5719.

336B

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Quality: 1,371 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[rfpermen's solution](#)

5720.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: games, matrices, probabilities
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5721.

232B

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Quality: 1,679 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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5722.

717E

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[rfpermen's solution](#)

5723.

126A

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Quality: 1,597 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[rfpermen's solution](#)

5724.

279E

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Quality: 1,603 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, number theory
[rfpermen's solution](#)

5725.

258B

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Quality: 1,604 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
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5726.

158E

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Quality: 1,538 global accepts · Rating: 1900 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, sortings
[rfpermen's solution](#)

5727.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5728.

226B

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Quality: 1,709 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

5729.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[rfpermen's solution](#)

5730.

1044B

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Quality: 1,708 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees
[rfpermen's solution](#)

5731.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

5732.

45D

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Quality: 1,973 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings
[rfpermen's solution](#)

5733.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[rfpermen's solution](#)

5734.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

5735.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math
[rfpermen's solution](#)

5736.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[rfpermen's solution](#)

5737.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

5738.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[rfpermen's solution](#)

5739.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings
[rfpermen's solution](#)

5740.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

5741.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[rfpermen's solution](#)

5742.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
[rfpermen's solution](#)

5743.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[rfpermen's solution](#)

5744.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[rfpermen's solution](#)

5745.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[rfpermen's solution](#)

5746.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

5747.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp
[rfpermen's solution](#)

5748.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

5749.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

5750.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory
[rfpermen's solution](#)

5751.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5752.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[rfpermen's solution](#)

5753.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[rfpermen's solution](#)

5754.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu
[rfpermen's solution](#)

5755.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, strings
[rfpermen's solution](#)

5756.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings, strings
[rfpermen's solution](#)

5757.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

5758.

27C

[Unordered Subsequence](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

5759.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures,

implementation, math, number theory

[rfpermen's solution](#)

5760.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[rfpermen's solution](#)

5761.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[rfpermen's solution](#)

5762.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math

[rfpermen's solution](#)

5763.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

5764.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

5765.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[rfpermen's solution](#)

5766.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

5767.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

5768.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[rfpermen's solution](#)

5769.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation,

shortest paths

[rfpermen's solution](#)

5770.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[rfpermen's solution](#)

5771.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5772.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

5773.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5774.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[rfpermen's solution](#)

5775.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[rfpermen's solution](#)

5776.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

5777.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[rfpermen's solution](#)

5778.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

5779.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[rfpermen's solution](#)

5780.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[rfpermen's solution](#)

5781.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[rfpermen's solution](#)

5782.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[rfpermen's solution](#)

5783.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[rfpermen's solution](#)

5784.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

5785.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[rfpermen's solution](#)

5786.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[rfpermen's solution](#)

5787.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees

[rfpermen's solution](#)

5788.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[rfpermen's solution](#)

5789.

648D

[B > C](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

5790.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[rfpermen's solution](#)

5791.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[rfpermen's solution](#)

5792.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers
[rfpermen's solution](#)

5793.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[rfpermen's solution](#)

5794.

1701D

[Permutation Restoration](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[rfpermen's solution](#)

5795.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[rfpermen's solution](#)

5796.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp
[rfpermen's solution](#)

5797.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

5798.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

5799.

683H

[Exchange of Books](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1900 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special
[rfpermen's solution](#)

5800.

683G

[The Fraction](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 1900 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

5801.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

5802.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

5803.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[rfpermen's solution](#)

5804.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

5805.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

5806.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[rfpermen's solution](#)

5807.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[rfpermen's solution](#)

5808.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[rfpermen's solution](#)

5809.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[rfpermen's solution](#)

5810.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

5811.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rfpermen's solution](#)

5812.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[rfpermen's solution](#)

5813.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[rfpermen's solution](#)

5814.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

5815.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[rfpermen's solution](#)

5816.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[rfpermen's solution](#)

5817.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

5818.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[rfpermen's solution](#)

5819.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,065 global accepts · Rating: 1900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[rfpermen's solution](#)

5820.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[rfpermen's solution](#)

5821.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

games, greedy, math
[rfpermen's solution](#)

5822.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

5823.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

5824.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

5825.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[rfpermen's solution](#)

5826.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5827.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[rfpermen's solution](#)

5828.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, ternary search

[rfpermen's solution](#)

5829.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[rfpermen's solution](#)

5830.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[rfpermen's solution](#)

5831.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-01-29 · last AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[rfpermen's solution](#)

5832.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[rfpermen's solution](#)

5833.

553B

[Kyoya and Permutation](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

5834.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[rfpermen's solution](#)

5835.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[rfpermen's solution](#)

5836.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[rfpermen's solution](#)

5837.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

5838.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[rfpermen's solution](#)

5839.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

5840.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rfpermen's solution](#)

5841.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[rfpermen's solution](#)

5842.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[rfpermen's solution](#)

5843.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

5844.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[rfpermen's solution](#)

5845.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy

[rfpermen's solution](#)

5846.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, brute force, math

[rfpermen's solution](#)

5847.

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

5848.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

5849.

72F

[Oil](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 1900 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, greedy, math

[rfpermen's solution](#)

5850.

162D

[Remove digits](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 1900 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special

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5851.

926E

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Quality: 1,067 global accepts · Rating: 1900 · first AC: 2023-03-21 · PHP (first AC) · Tags: constructive algorithms, data structures

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5852.

388B

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Quality: 2,603 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

graphs, implementation, math

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5853.

367B

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

5854.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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5855.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[rfpermen's solution](#)

5856.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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5857.

372B

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5858.

540D

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[rfpermen's solution](#)

5859.

463D

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[rfpermen's solution](#)

5860.

417D

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5861.

505C

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[rfpermen's solution](#)

5862.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special

[rfpermen's solution](#)

5863.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special
[rfpermen's solution](#)

5864.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special
[rfpermen's solution](#)

5865.

550D

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Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[rfpermen's solution](#)

5866.

1162D

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Rating: 1900 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings
[rfpermen's solution](#)

5867.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

5868.

661F

[Primes in Interval](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 1900 · first AC: 2023-01-15 · J (first AC) · Tags: *special
[rfpermen's solution](#)

5869.

661B

[Seasons](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 1900 · first AC: 2023-01-15 · J (first AC) · Tags: *special
[rfpermen's solution](#)

5870.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math
[rfpermen's solution](#)

5871.

134B

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Quality: 2,485 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory
[rfpermen's solution](#)

5872.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[rfpermen's solution](#)

5873.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[rfpermen's solution](#)

5874.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

5875.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[rfpermen's solution](#)

5876.

1747D

[Yet Another Problem](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[rfpermen's solution](#)

5877.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[rfpermen's solution](#)

5878.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

5879.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

5880.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[rfpermen's solution](#)

5881.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[rfpermen's solution](#)

5882.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

5883.

1430E

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Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
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5884.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[rfpermen's solution](#)

5885.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
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5886.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[rfpermen's solution](#)

5887.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers
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5888.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math
[rfpermen's solution](#)

5889.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[rfpermen's solution](#)

5890.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

5891.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

5892.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

5893.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[rfpermen's solution](#)

5894.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

5895.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[rfpermen's solution](#)

5896.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[rfpermen's solution](#)

5897.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[rfpermen's solution](#)

5898.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

5899.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[rfpermen's solution](#)

5900.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

5901.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

5902.

1696D

[Permutation Graph](#) · [Tutorial](#)

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[rfpermen's solution](#)

5903.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[rfpermen's solution](#)

5904.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

5905.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees

[rfpermen's solution](#)

5906.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[rfpermen's solution](#)

5907.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[rfpermen's solution](#)

5908.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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5909.

914D

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[rfpermen's solution](#)

5910.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

5911.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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5912.

362C

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Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[rfpermen's solution](#)

5913.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[rfpermen's solution](#)

5914.

893D

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[rfpermen's solution](#)

5915.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[rfpermen's solution](#)

5916.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[rfpermen's solution](#)

5917.

1277D

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Quality: 3,276 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[rfpermen's solution](#)

5918.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[rfpermen's solution](#)

5919.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rfpermen's solution](#)

5920.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[rfpermen's solution](#)

5921.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rfpermen's solution](#)

5922.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

5923.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[rfpermen's solution](#)

5924.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

5925.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rfpermen's solution](#)

5926.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

5927.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[rfpermen's solution](#)

5928.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

5929.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers
[rfpermen's solution](#)

5930.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings
[rfpermen's solution](#)

5931.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

5932.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[rfpermen's solution](#)

5933.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[rfpermen's solution](#)

5934.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[rfpermen's solution](#)

5935.

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[rfpermen's solution](#)

5936.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

5937.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[rfpermen's solution](#)

5938.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[rfpermen's solution](#)

5939.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[rfpermen's solution](#)

5940.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[rfpermen's solution](#)

5941.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[rfpermen's solution](#)

5942.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[rfpermen's solution](#)

5943.

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[rfpermen's solution](#)

5944.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees
[rfpermen's solution](#)

5945.

724D

[Dense Subsequence](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[rfpermen's solution](#)

5946.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

5947.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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5948.

1444B

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5949.

935D

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5950.

613B

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5951.

614C

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5952.

607B

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5953.

1475G

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5954.

1475F

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5955.

366C

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5956.

149D

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5957.

894C

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5958.

448C

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5959.

135C

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5960.

16D

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5961.

16E

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5962.

479E

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5963.

459E

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5964.

404D

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5965.

510D

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5966.

835D

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5967.

327D

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5968.

1467C

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5969.

599D

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5970.

208B

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5971.

208C

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5972.

222E

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5973.

95C

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5974.

69D

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5975.

191C

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5976.

190D

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5977.

650B

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5979.

1470B

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5980.

1440C2

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5981.

1400D

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5982.

1367E

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5983.

691E

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5984.

1371E1

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5985.

597C

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261B

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5987.

711D

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5988.

1365E

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5989.

455B

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5990.

1362E

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5991.

1354D

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5992.

1358D

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5993.

1360G

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1353E

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5995.

1328E

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5996.

55C

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5997.

1305D

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5998.

1207E

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5999.

999D

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6000.

1077F1

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6001.

1133F2

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6002.

1144E

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6003.

1311F

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6004.

1157D

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6005.

1095F

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6006.

1095E

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6007.

1294E

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6008.

1141F1

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6009.

1141F2

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6010.

1141G

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6011.

1285D

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6012.

1272E

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1214D

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6014.

25C

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Quality: 8,074 global accepts · Rating: 1900 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
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6015.

965D

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6016.

1265D

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6017.

222D

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6018.

1260D

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6019.

93B

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6020.

103C

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6021.

437D

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6022.

41D

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6023.

6E

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6024.

195D

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6025.

496D

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6026.

213B

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6027.

9D

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6028.

14D

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6029.

321B

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6030.

319B

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6031.

111B

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6032.

1243D

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Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

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6033.

1245D

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6034.

1251D

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6035.

1216E1

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6036.

1237C2

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6037.

1238D

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1228D

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6039.

1213E

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6040.

1206D

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6041.

1015E2

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6042.

1197D

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6043.

1153D

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6044.

1000D

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6045.

1181C

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6046.

1200D

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6047.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2019-08-18 · last AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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6048.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[rfpermen's solution](#)

6049.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

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6050.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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6051.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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6052.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

6053.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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6054.

534D

[Handshakes](#) · [Tutorial](#)

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[rfpermen's solution](#)

6055.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[rfpermen's solution](#)

6056.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

6057.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[rfpermen's solution](#)

6058.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[rfpermen's solution](#)

6059.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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6060.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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6061.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[rfpermen's solution](#)

6062.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

6063.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

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6064.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6065.

784F

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Quality: 1,144 global accepts · Rating: 1900 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

6066.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

6067.

952B

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[rfpermen's solution](#)

6068.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6069.

20C

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Quality: 46,880 global accepts · Rating: 1900 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
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6070.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

6071.

1092F

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Quality: 10,844 global accepts · Rating: 1900 · first AC: 2018-12-18 · last AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

6072.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

6073.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[rfpermen's solution](#)

6074.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
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6075.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[rfpermen's solution](#)

6076.

1029D

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6077.

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math
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6078.

359C

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Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

6079.

294C

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Quality: 4,353 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[rfpermen's solution](#)

6080.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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6081.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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6082.

1036C

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Quality: 13,376 global accepts · Rating: 1900 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

6083.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[rfpermen's solution](#)

6084.

463C

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Quality: 9,182 global accepts · Rating: 1900 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[rfpermen's solution](#)

6085.

1013E

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Rating: 1900 · first AC: 2018-07-30 · last AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6086.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices

[rfpermen's solution](#)

6087.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[rfpermen's solution](#)

6088.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[rfpermen's solution](#)

6089.

2195F

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Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[rfpermen's solution](#)

6090.

2194E

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Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation
[rfpermen's solution](#)

6091.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[rfpermen's solution](#)

6092.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
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6093.

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[rfpermen's solution](#)

6094.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[rfpermen's solution](#)

6095.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[rfpermen's solution](#)

6096.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[rfpermen's solution](#)

6097.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[rfpermen's solution](#)

6098.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[rfpermen's solution](#)

6099.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[rfpermen's solution](#)

6100.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[rfpermen's solution](#)**6101.**

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive, trees

[rfpermen's solution](#)**6102.**

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2025-12-01 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[rfpermen's solution](#)**6103.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2025-12-01 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[rfpermen's solution](#)**6104.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[rfpermen's solution](#)**6105.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[rfpermen's solution](#)**6106.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[rfpermen's solution](#)**6107.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[rfpermen's solution](#)**6108.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)**6109.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

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6110.

2073J

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Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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6111.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

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6112.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

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6113.

2074F

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Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

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6114.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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6115.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[rfpermen's solution](#)

6116.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[rfpermen's solution](#)

6117.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[rfpermen's solution](#)

6118.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[rfpermen's solution](#)

6119.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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6120.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
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6121.

2085D

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Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy
[rfpermen's solution](#)

6122.

2063D

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Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
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6123.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[rfpermen's solution](#)

6124.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[rfpermen's solution](#)

6125.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[rfpermen's solution](#)

6126.

228C

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Quality: 549 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing
[rfpermen's solution](#)

6127.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

6128.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[rfpermen's solution](#)

6129.

176C

[Playing with Superglue](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms
[rfpermen's solution](#)

6130.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[rfpermen's solution](#)

6131.

234H

[Merging Two Decks](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

6132.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

6133.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

6134.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers
[rfpermen's solution](#)

6135.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

6136.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

6137.

39A

[C++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, greedy
[rfpermen's solution](#)

6138.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[rfpermen's solution](#)

6139.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs
[rfpermen's solution](#)

6140.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

6141.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[rfpermen's solution](#)

6142.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation
[rfpermen's solution](#)

6143.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[rfpermen's solution](#)

6144.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, sortings
[rfpermen's solution](#)

6145.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[rfpermen's solution](#)

6146.

386C

[Diverse Substrings](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers
[rfpermen's solution](#)

6147.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[rfpermen's solution](#)

6148.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

6149.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[rfpermen's solution](#)

6150.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, strings
[rfpermen's solution](#)

6151.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees

[rfpermen's solution](#)

6152.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

6153.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[rfpermen's solution](#)

6154.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[rfpermen's solution](#)

6155.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[rfpermen's solution](#)

6156.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[rfpermen's solution](#)

6157.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[rfpermen's solution](#)

6158.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[rfpermen's solution](#)

6159.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[rfpermen's solution](#)

6160.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

6161.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

6162.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

6163.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[rfpermen's solution](#)

6164.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[rfpermen's solution](#)

6165.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[rfpermen's solution](#)

6166.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, sortings

[rfpermen's solution](#)

6167.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[rfpermen's solution](#)

6168.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers

[rfpermen's solution](#)

6169.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

6170.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

6171.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[rfpermen's solution](#)

6172.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu

[rfpermen's solution](#)

6173.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

6174.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[rfpermen's solution](#)

6175.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

6176.

490E

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Quality: 1,699 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[rfpermen's solution](#)

6177.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

6178.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[rfpermen's solution](#)

6179.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[rfpermen's solution](#)

6180.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[rfpermen's solution](#)

6181.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, shortest paths

[rfpermen's solution](#)

6182.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[rfpermen's solution](#)

6183.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory

[rfpermen's solution](#)

6184.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[rfpermen's solution](#)

6185.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[rfpermen's solution](#)

6186.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

6187.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[rfpermen's solution](#)

6188.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings

[rfpermen's solution](#)

6189.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

6190.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[rfpermen's solution](#)

6191.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[rfpermen's solution](#)

6192.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[rfpermen's solution](#)

6193.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[rfpermen's solution](#)

6194.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[rpermen's solution](#)

6195.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[rpermen's solution](#)

6196.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[rpermen's solution](#)

6197.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[rpermen's solution](#)

6198.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[rpermen's solution](#)

6199.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[rpermen's solution](#)

6200.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[rpermen's solution](#)

6201.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[rpermen's solution](#)

6202.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[rpermen's solution](#)

6203.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[rfpermen's solution](#)

6204.

1584D

[Guess the Permutation](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[rfpermen's solution](#)

6205.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[rfpermen's solution](#)

6206.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[rfpermen's solution](#)

6207.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[rfpermen's solution](#)

6208.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[rfpermen's solution](#)

6209.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[rfpermen's solution](#)

6210.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[rfpermen's solution](#)

6211.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[rfpermen's solution](#)

6212.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[rfpermen's solution](#)

6213.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[rfpermen's solution](#)

6214.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[rfpermen's solution](#)

6215.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[rfpermen's solution](#)

6216.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

6217.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[rfpermen's solution](#)

6218.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[rfpermen's solution](#)

6219.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[rfpermen's solution](#)

6220.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

6221.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[rfpermen's solution](#)

6222.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

6223.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[rfpermen's solution](#)

6224.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[rfpermen's solution](#)

6225.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[rfpermen's solution](#)

6226.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[rfpermen's solution](#)

6227.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

6228.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, probabilities
[rfpermen's solution](#)

6229.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math
[rfpermen's solution](#)

6230.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[rfpermen's solution](#)

6231.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[rfpermen's solution](#)

6232.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

6233.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

6234.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[rfpermen's solution](#)

6235.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[rfpermen's solution](#)

6236.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[rfpermen's solution](#)

6237.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[rfpermen's solution](#)

6238.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[rfpermen's solution](#)

6239.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math
[rfpermen's solution](#)

6240.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[rfpermen's solution](#)

6241.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[rfpermen's solution](#)

6242.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[rfpermen's solution](#)

6243.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

[rfpermen's solution](#)

6244.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[rfpermen's solution](#)

6245.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

6246.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

6247.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

6248.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

6249.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[rfpermen's solution](#)

6250.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[rfpermen's solution](#)

6251.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[rfpermen's solution](#)

6252.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[rfpermen's solution](#)

6253.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[rfpermen's solution](#)

6254.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[rfpermen's solution](#)

6255.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

6256.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[rfpermen's solution](#)

6257.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

6258.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

6259.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[rfpermen's solution](#)

6260.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

6261.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

6262.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

6263.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

6264.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures
[rfpermen's solution](#)

6265.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[rfpermen's solution](#)

6266.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[rfpermen's solution](#)

6267.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[rfpermen's solution](#)

6268.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[rfpermen's solution](#)

6269.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[rfpermen's solution](#)

6270.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

6271.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
[rfpermen's solution](#)

6272.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[rfpermen's solution](#)

6273.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[rfpermen's solution](#)

6274.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[rfpermen's solution](#)

6275.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[rfpermen's solution](#)

6276.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[rfpermen's solution](#)

6277.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

6278.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[rfpermen's solution](#)

6279.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[rfpermen's solution](#)

6280.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[rfpermen's solution](#)

6281.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[rfpermen's solution](#)

6282.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[rfpermen's solution](#)

6283.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[rfpermen's solution](#)

6284.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

6285.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[rfpermen's solution](#)

6286.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[rfpermen's solution](#)

6287.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[rfpermen's solution](#)

6288.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[rfpermen's solution](#)

6289.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

6290.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[rfpermen's solution](#)

6291.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[rfpermen's solution](#)

6292.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

6293.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[rfpermen's solution](#)

6294.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, two pointers
[rfpermen's solution](#)

6295.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

6296.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[rfpermen's solution](#)

6297.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

6298.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[rfpermen's solution](#)

6299.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

6300.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

6301.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6302.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

6303.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

6304.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[rfpermen's solution](#)

6305.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

6306.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[rfpermen's solution](#)

6307.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[rfpermen's solution](#)

6308.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[rfpermen's solution](#)

6309.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[rfpermen's solution](#)

6310.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[rfpermen's solution](#)

6311.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[rfpermen's solution](#)

6312.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[rfpermen's solution](#)

6313.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[rfpermen's solution](#)

6314.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[rfpermen's solution](#)

6315.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[rfpermen's solution](#)

6316.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[rfpermen's solution](#)

6317.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

6318.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[rfpermen's solution](#)

6319.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[rfpermen's solution](#)

6320.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings
[rfpermen's solution](#)

6321.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6322.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[rfpermen's solution](#)

6323.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[rfpermen's solution](#)

6324.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

6325.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[rfpermen's solution](#)

6326.

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

6327.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

6328.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[rfpermen's solution](#)

6329.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[rfpermen's solution](#)

6330.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

6331.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rfpermen's solution](#)

6332.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[rfpermen's solution](#)

6333.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

6334.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[rfpermen's solution](#)

6335.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

6336.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[rfpermen's solution](#)

6337.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[rfpermen's solution](#)

6338.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[rfpermen's solution](#)

6339.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[rfpermen's solution](#)

6340.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

6341.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

6342.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6343.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[rfpermen's solution](#)

6344.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

6345.

207D3

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

6346.

207D2

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

6347.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2023-03-21 · Secret_171 (first AC) · Tags: *special
[rfpermen's solution](#)

6348.

345C

[Counting Fridays](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 2000 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special
[rfpermen's solution](#)

6349.

153D

[Date Change](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 2000 · first AC: 2023-03-21 · Cobol (first AC) · Tags: *special
[rfpermen's solution](#)

6350.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, constructive algorithms, dp
[rfpermen's solution](#)

6351.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special
[rfpermen's solution](#)

6352.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, greedy, math
[rfpermen's solution](#)

6353.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy
[rfpermen's solution](#)

6354.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy, math
[rfpermen's solution](#)

6355.

162I

[Truncatable primes](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 2000 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special
[rfpermen's solution](#)

6356.

162G

[Non-decimal sum](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2000 · first AC: 2023-03-21 · Factor (first AC) · Tags: *special
[rfpermen's solution](#)

6357.

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2023-03-21 · Mono C# (first AC) · Tags: —

[rfpermen's solution](#)

6358.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[rfpermen's solution](#)

6359.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

6360.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

6361.

774J

[Stepan's Series](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2000 · first AC: 2023-03-18 · D (first AC) · Tags: *special, dp

[rfpermen's solution](#)

6362.

774L

[Bars](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2000 · first AC: 2023-03-18 · PHP (first AC) · Tags: *special, binary search

[rfpermen's solution](#)

6363.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rfpermen's solution](#)

6364.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[rfpermen's solution](#)

6365.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[rfpermen's solution](#)

6366.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[rfpermen's solution](#)

6367.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[rfpermen's solution](#)

6368.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[rfpermen's solution](#)

6369.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[rfpermen's solution](#)

6370.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[rfpermen's solution](#)

6371.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[rfpermen's solution](#)

6372.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

6373.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2019-11-21 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

6374.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

6375.

661E

[Divisibility Check](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 2000 · first AC: 2023-01-15 · J (first AC) · Tags: *special

[rfpermen's solution](#)

6376.

661C

[Array Sum](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 2000 · first AC: 2023-01-15 · J (first AC) · Tags: *special

[rfpermen's solution](#)

6377.

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, expression parsing

[rfpermen's solution](#)

6378.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[rfpermen's solution](#)

6379.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

6380.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[rfpermen's solution](#)

6381.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-13 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[rfpermen's solution](#)

6382.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[rfpermen's solution](#)

6383.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

6384.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[rfpermen's solution](#)

6385.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[rfpermen's solution](#)

6386.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[rfpermen's solution](#)

6387.

1624F

[Interacdiver Problem](#) · [Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[rfpermen's solution](#)

6388.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[rfpermen's solution](#)

6389.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[rfpermen's solution](#)

6390.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[rfpermen's solution](#)

6391.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[rfpermen's solution](#)

6392.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[rfpermen's solution](#)

6393.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[rfpermen's solution](#)

6394.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[rfpermen's solution](#)

6395.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[rfpermen's solution](#)

6396.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

6397.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[rfpermen's solution](#)

6398.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[rfpermen's solution](#)

6399.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[rfpermen's solution](#)

6400.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[rfpermen's solution](#)

6401.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

6402.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[rfpermen's solution](#)

6403.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

6404.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[rfpermen's solution](#)

6405.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[rfpermen's solution](#)

6406.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[rfpermen's solution](#)

6407.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

6408.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[rfpermen's solution](#)

6409.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[rfpermen's solution](#)

6410.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

6411.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[rfpermen's solution](#)

6412.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

6413.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

6414.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[rfpermen's solution](#)

6415.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[rfpermen's solution](#)

6416.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[rfpermen's solution](#)

6417.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[rfpermen's solution](#)

6418.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, math

[rfpermen's solution](#)

6419.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[rfpermen's solution](#)

6420.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[rfpermen's solution](#)

6421.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

6422.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[rfpermen's solution](#)

6423.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: games

[rfpermen's solution](#)

6424.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

6425.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[rfpermen's solution](#)

6426.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[rfpermen's solution](#)

6427.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

6428.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[rfpermen's solution](#)

6429.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

6430.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[rfpermen's solution](#)

6431.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[rfpermen's solution](#)

6432.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[rfpermen's solution](#)

6433.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[rfpermen's solution](#)

6434.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[rfpermen's solution](#)

6435.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[rfpermen's solution](#)

6436.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[rfpermen's solution](#)

6437.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[rfpermen's solution](#)

6438.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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6439.

1082E

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Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
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6440.

954E

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Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
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6441.

1060E

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Quality: 3,499 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
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6442.

1057C

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Quality: 1,171 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
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6443.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · Python 3 (first AC) · Tags: combinatorics, math, probabilities, ternary search
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6444.

842D

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Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
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6445.

842C

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6446.

855C

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Quality: 2,405 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
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6447.

1574D

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6448.

1558C

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6449.

1567D

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implementation, math

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6450.

786A

[Berzerk](#) · [Tutorial](#)

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6451.

998D

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Rating: 2000 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[rfpermen's solution](#)

6452.

720A

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6453.

450D

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Rating: 2000 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

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6454.

817E

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6455.

366D

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6456.

340E

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[rfpermen's solution](#)

6457.

251C

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[rfpermen's solution](#)

6458.

237D

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6459.

237E

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[rfpermen's solution](#)

6460.

137E

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6461.

87C

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6462.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
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6463.

258C

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6464.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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6465.

900D

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[rfpermen's solution](#)

6466.

129E

[Games with Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

6467.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rfpermen's solution](#)

6468.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

6469.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6470.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2021-03-05 · last AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[rfpermen's solution](#)

6471.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

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[rfpermen's solution](#)

6472.

461B

[Appleman and Tree](#) · [Tutorial](#)

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[rfpermen's solution](#)

6473.

893E

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[rfpermen's solution](#)

6474.

427E

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[rfpermen's solution](#)

6475.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, trees

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6476.

69C

[Game](#) · [Tutorial](#)

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6477.

1454E

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Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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6478.

1451E1

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[rfpermen's solution](#)

6479.

1426F

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[rfpermen's solution](#)

6480.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

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greedy, trees

[rfpermen's solution](#)

6481.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

6482.

8C

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6483.

213C

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Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

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6484.

557D

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Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[rfpermen's solution](#)

6485.

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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6486.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

6487.

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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6488.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

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6489.

1359D

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[rfpermen's solution](#)

6490.

1359E

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[rfpermen's solution](#)

6491.

1345D

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Rating: 2000 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[rfpermen's solution](#)

6492.

579E

[Weakness and Poorness](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: ternary search
[rfpermen's solution](#)

6493.

15C

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[rfpermen's solution](#)

6494.

1316D

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[rfpermen's solution](#)

6495.

1321E

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Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
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6496.

999E

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6497.

999F

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6498.

1102F

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6499.

1311D

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6500.

1157F

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6501.

1165F1

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Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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6502.

1165F2

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Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
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6503.

1304E

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6504.

1301D

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6505.

1296E2

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6506.

1294F

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6507.

1268B

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6508.

1288D

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6509.

1288E

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6510.

777E

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6511.

1214E

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[rfpermen's solution](#)**6512.**

26C

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[rfpermen's solution](#)**6513.**

615D

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[rfpermen's solution](#)**6514.**

501D

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435D

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[rfpermen's solution](#)**6516.**

75D

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[rfpermen's solution](#)**6517.**

43D

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[rfpermen's solution](#)**6518.**

545E

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[rfpermen's solution](#)**6519.**

314B

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[rfpermen's solution](#)**6520.**

346B

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[rfpermen's solution](#)

6521.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths
[rfpermen's solution](#)

6522.

494B

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6523.

353D

[Queue](#) · [Tutorial](#)

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[rfpermen's solution](#)

6524.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
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6525.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[rfpermen's solution](#)

6526.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
[rfpermen's solution](#)

6527.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6528.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[rfpermen's solution](#)

6529.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings
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6530.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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6531.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[rfpermen's solution](#)

6532.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[rfpermen's solution](#)

6533.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[rfpermen's solution](#)

6534.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[rfpermen's solution](#)

6535.

1234E

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Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

6536.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[rfpermen's solution](#)

6537.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

6538.

1200E

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6539.

47C

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6540.

182C

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6541.

280A

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6542.

1183E

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6543.

1183G

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6544.

358C

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6546.

2B

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6547.

629D

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952E

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6552.

1090L

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6553.

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6554.

1088D

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242E

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6556.

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1080D

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1061D

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6560.

6300

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6562.

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6563.

383C

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6564.

337D

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6565.

514C

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6566.

1029F

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6568.

374A

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1009E

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965C

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2170E

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6572.

2163D1

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6573.

2169D2

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2150C

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2172K

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2161D

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2145E

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6579.

2152E

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2162F

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6581.

2135D1

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6582.

2149G

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6583.

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2132F

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1910E

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2127E

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2119D

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6588.

2124E

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2123G

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6590.

2052D

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6591.

45H

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6592.

228D

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6593.

38F

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6594.

212C

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6595.

209B

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6596.

306B

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6597.

386D

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6598.

342D

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6599.

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54D

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491B

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48E

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39C

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6610.

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6613.

215C

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6614.

254E

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6615.

76B

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6620.

847F

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6621.

838B

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6623.

644C

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6624.

2068C

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6625.

2074G

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6626.

2061F1

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6627.

2051G

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6628.

2044H

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6629.

2115B

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6630.

2092E

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6631.

2107D

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6632.

542F

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6633.

217B

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6634.

268E

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6635.

575F

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6636.

77C

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6637.

336D

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1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[rfpermen's solution](#)

6732.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[rfpermen's solution](#)

6733.

2045I

[Microwavable Subsequence](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

6734.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[rfpermen's solution](#)

6735.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[rfpermen's solution](#)

6736.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

6737.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[rfpermen's solution](#)

6738.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

6739.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[rfpermen's solution](#)

6740.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[rfpermen's solution](#)

6741.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[rfpermen's solution](#)

6742.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[rfpermen's solution](#)

6743.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[rfpermen's solution](#)

6744.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

6745.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[rfpermen's solution](#)

6746.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[rfpermen's solution](#)

6747.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

6748.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

6749.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[rfpermen's solution](#)

6750.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

6751.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[rfpermen's solution](#)

6752.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[rfpermen's solution](#)

6753.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[rfpermen's solution](#)

6754.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

6755.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees
[rfpermen's solution](#)

6756.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[rfpermen's solution](#)

6757.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[rfpermen's solution](#)

6758.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rfpermen's solution](#)

6759.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

6760.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[rfpermen's solution](#)

6761.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

6762.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[rfpermen's solution](#)

6763.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-05-17 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[rfpermen's solution](#)

6764.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[rfpermen's solution](#)

6765.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: *special

[rfpermen's solution](#)

6766.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

6767.

1896E

[Permutation Sorting](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

6768.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities
[rfpermen's solution](#)

6769.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

6770.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees
[rfpermen's solution](#)

6771.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[rfpermen's solution](#)

6772.

649E

[A Zebra and a CD](#)

Quality: 156 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[rfpermen's solution](#)

6773.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

6774.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[rfpermen's solution](#)

6775.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

6776.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[rfpermen's solution](#)

6777.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[rfpermen's solution](#)

6778.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[rfpermen's solution](#)

6779.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[rfpermen's solution](#)

6780.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[rfpermen's solution](#)

6781.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

6782.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[rfpermen's solution](#)

6783.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math
[rfpermen's solution](#)

6784.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[rfpermen's solution](#)

6785.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rfpermen's solution](#)

6786.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[rfpermen's solution](#)

6787.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[rfpermen's solution](#)

6788.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[rfpermen's solution](#)

6789.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[rfpermen's solution](#)

6790.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

6791.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[rfpermen's solution](#)

6792.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[rfpermen's solution](#)

6793.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[rfpermen's solution](#)

6794.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

6795.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[rfpermen's solution](#)

6796.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[rfpermen's solution](#)

6797.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

6798.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[rfpermen's solution](#)

6799.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[rfpermen's solution](#)

6800.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[rfpermen's solution](#)

6801.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2023-03-05 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[rfpermen's solution](#)

6802.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings
[rfpermen's solution](#)

6803.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[rfpermen's solution](#)

6804.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[rfpermen's solution](#)

6805.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[rfpermen's solution](#)

6806.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[rfpermen's solution](#)

6807.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[rfpermen's solution](#)

6808.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees
[rfpermen's solution](#)

6809.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[rfpermen's solution](#)

6810.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees
[rfpermen's solution](#)

6811.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths
[rfpermen's solution](#)

6812.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[rfpermen's solution](#)

6813.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[rfpermen's solution](#)

6814.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[rfpermen's solution](#)

6815.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

6816.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy
[rfpermen's solution](#)

6817.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

6818.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[rfpermen's solution](#)

6819.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6820.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[rfpermen's solution](#)

6821.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[rfpermen's solution](#)

6822.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)

6823.

207D10

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

6824.

207D6

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

6825.

207D4

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

6826.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special

[rfpermen's solution](#)

6827.

153E

[Euclidean Distance](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2100 · first AC: 2023-03-21 · Cobol (first AC) · Tags: *special

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6828.

1431G

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Quality: 204 global accepts · Rating: 2100 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp, games, greedy

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6829.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy

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6830.

530H

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Quality: 129 global accepts · Rating: 2100 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special, geometry

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6831.

530G

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6832.

530F

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6833.

926J

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6834.

463E

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6835.

372C

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6836.

507E

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6837.

774B

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6838.

774A

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6839.

319C

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6840.

498C

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6841.

354C

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6842.

276E

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6843.

1790F

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6844.

100H

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6845.

1762D

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6846.

1299C

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6847.

661D

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6848.

1530E

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6849.

1598E

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6850.

1660F2

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6851.

1732C2

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6852.

1525E

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6853.

1511E

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6854.

1418D

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6855.

1734E

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6856.

1725F

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6857.

1729G

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6858.

762C

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6859.

702E

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6860.

665E

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6861.

632D

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6862.

609E

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6863.

954F

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6864.

1217D

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6865.

919E

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6866.

955C

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6867.

936B

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6868.

1044C

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6869.

797D

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6870.

1628D1

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6871.

1195E

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6872.

895D

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6873.

1163D

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6874.

909D

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6875.

190E

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6876.

900E

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6877.

1650G

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6878.

1666J

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6879.

1271E

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6880.

1271D

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6881.

1284D

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6882.

1056E

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6883.

1252G

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6884.

1252K

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6885.

1593F

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6886.

1599H

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6887.

1547G

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821E

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6889.

768E

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6890.

796D

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854E

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6892.

799D

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6893.

1560F2

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6894.

546E

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6895.

996C

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6896.

231E

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6897.

1121F

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6898.

1117D

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6899.

321C

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6901.

620E

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6902.

1538E

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6903.

1538G

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6904.

767D

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6905.

601B

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6906.

489F

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6907.

400E

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6908.

220C

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6909.

894E

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6910.

1499D

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6911.

286C

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6912.

295C

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6913.

269C

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6914.

877D

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6915.

129D

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Rating: 2100 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, string suffix structures, strings

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6916.

414C

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6917.

282D

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6918.

525E

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6919.

466D

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6920.

431D

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6921.

313D

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Quality: 1,691 global accepts · Rating: 2100 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

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6922.

260D

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Quality: 1,665 global accepts · Rating: 2100 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

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6923.

703D

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6924.

1472G

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6925.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[rfpermen's solution](#)

6926.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[rfpermen's solution](#)

6927.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[rfpermen's solution](#)

6928.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[rfpermen's solution](#)

6929.

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[rfpermen's solution](#)

6930.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

6931.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[rfpermen's solution](#)

6932.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

6933.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · last AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[rfpermen's solution](#)

6934.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[rfpermen's solution](#)

6935.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths
[rfpermen's solution](#)

6936.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

6937.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[rfpermen's solution](#)

6938.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[rfpermen's solution](#)

6939.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[rfpermen's solution](#)

6940.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[rfpermen's solution](#)

6941.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[rfpermen's solution](#)

6942.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2018-10-20 · last AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[rfpermen's solution](#)

6943.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[rfpermen's solution](#)

6944.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

6945.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[rfpermen's solution](#)

6946.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[rfpermen's solution](#)

6947.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[rfpermen's solution](#)

6948.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[rfpermen's solution](#)

6949.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[rfpermen's solution](#)

6950.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[rfpermen's solution](#)

6951.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[rfpermen's solution](#)

6952.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

6953.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[rfpermen's solution](#)

6954.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[rfpermen's solution](#)

6955.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rfpermen's solution](#)

6956.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6957.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

6958.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[rfpermen's solution](#)

6959.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

6960.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

6961.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

6962.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[rfpermen's solution](#)

6963.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[rfpermen's solution](#)

6964.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[rfpermen's solution](#)

6965.

1265E

[Beautiful Mirrors](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[rfpermen's solution](#)

6966.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

6967.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

6968.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2100 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[rfpermen's solution](#)

6969.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

6970.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[rfpermen's solution](#)

6971.

145C

[Lucky Subsequence](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

6972.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[rfpermen's solution](#)

6973.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[rfpermen's solution](#)

6974.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[rfpermen's solution](#)

6975.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

6976.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[rfpermen's solution](#)

6977.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[rfpermen's solution](#)

6978.

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[rfpermen's solution](#)

6979.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[rfpermen's solution](#)

6980.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[rfpermen's solution](#)

6981.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[rfpermen's solution](#)

6982.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[rfpermen's solution](#)

6983.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

6984.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[rfpermen's solution](#)

6985.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[rfpermen's solution](#)

6986.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[rfpermen's solution](#)

6987.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[rfpermen's solution](#)

6988.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[rfpermen's solution](#)

6989.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

6990.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[rfpermen's solution](#)

6991.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[rfpermen's solution](#)

6992.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[rfpermen's solution](#)

6993.

1159E

[Permutation recovery](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

[rfpermen's solution](#)

6994.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

6995.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

6996.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[rfpermen's solution](#)

6997.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[rfpermen's solution](#)

6998.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[rfpermen's solution](#)

6999.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

7000.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

7001.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[rfpermen's solution](#)

7002.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[rfpermen's solution](#)

7003.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[rfpermen's solution](#)

7004.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[rfpermen's solution](#)

7005.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[rfpermen's solution](#)

7006.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rfpermen's solution](#)

7007.

302D

[Yaroslav and Time](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[rfpermen's solution](#)

7008.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[rfpermen's solution](#)

7009.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

7010.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)

7011.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

7012.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[rfpermen's solution](#)

7013.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[rfpermen's solution](#)

7014.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[rfpermen's solution](#)

7015.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[rfpermen's solution](#)

7016.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[rfpermen's solution](#)

7017.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

7018.

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *broken, games, greedy

[rfpermen's solution](#)

7019.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[rfpermen's solution](#)

7020.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[rfpermen's solution](#)

7021.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[rfpermen's solution](#)

7022.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[rfpermen's solution](#)

7023.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[rfpermen's solution](#)

7024.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[rfpermen's solution](#)

7025.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

7026.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[rfpermen's solution](#)

7027.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[rfpermen's solution](#)

7028.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: trees
[rfpermen's solution](#)

7029.

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[rfpermen's solution](#)

7030.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, hashing
[rfpermen's solution](#)

7031.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[rfpermen's solution](#)

7032.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math
[rfpermen's solution](#)

7033.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

greedy

[rfpermen's solution](#)

7034.

593C

[Beautiful Function](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7035.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[rfpermen's solution](#)

7036.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

7037.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rfpermen's solution](#)

7038.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, ternary search

[rfpermen's solution](#)

7039.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[rfpermen's solution](#)

7040.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[rfpermen's solution](#)

7041.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

7042.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

7043.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[rfpermen's solution](#)

7044.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, geometry
[rfpermen's solution](#)

7045.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[rfpermen's solution](#)

7046.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

7047.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[rfpermen's solution](#)

7048.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy
[rfpermen's solution](#)

7049.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory, trees
[rfpermen's solution](#)

7050.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[rfpermen's solution](#)

7051.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[rfpermen's solution](#)

7052.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[rfpermen's solution](#)

7053.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs
[rfpermen's solution](#)

7054.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

7055.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math
[rfpermen's solution](#)

7056.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[rfpermen's solution](#)

7057.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[rfpermen's solution](#)

7058.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[rfpermen's solution](#)

7059.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rfpermen's solution](#)

7060.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees
[rfpermen's solution](#)

7061.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
[rfpermen's solution](#)

7062.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[rfpermen's solution](#)

7063.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

7064.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, implementation, shortest paths
[rfpermen's solution](#)

7065.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, probabilities
[rfpermen's solution](#)

7066.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, expression parsing
[rfpermen's solution](#)

7067.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities
[rfpermen's solution](#)

7068.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

7069.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, sortings
[rfpermen's solution](#)

7070.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[rfpermen's solution](#)

7071.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[rfpermen's solution](#)

7072.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[rfpermen's solution](#)

7073.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[rfpermen's solution](#)

7074.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: math
[rfpermen's solution](#)

7075.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[rfpermen's solution](#)

7076.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[rfpermen's solution](#)

7077.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[rfpermen's solution](#)

7078.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[rfpermen's solution](#)

7079.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7080.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7081.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

7082.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7083.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[rfpermen's solution](#)

7084.

863F

[Almost Permutation](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[rfpermen's solution](#)

7085.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

7086.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[rfpermen's solution](#)

7087.

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[rfpermen's solution](#)

7088.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees
[rfpermen's solution](#)

7089.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[rfpermen's solution](#)

7090.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

7091.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[rfpermen's solution](#)

7092.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[rfpermen's solution](#)

7093.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[rfpermen's solution](#)

7094.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[rfpermen's solution](#)

7095.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[rfpermen's solution](#)

7096.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[rfpermen's solution](#)

7097.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[rfpermen's solution](#)

7098.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[rfpermen's solution](#)

7099.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[rfpermen's solution](#)

7100.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[rfpermen's solution](#)

7101.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[rfpermen's solution](#)

7102.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[rfpermen's solution](#)

7103.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[rfpermen's solution](#)

7104.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

[rfpermen's solution](#)

7105.

1832E

[Combinatorics Problem](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[rfpermen's solution](#)

7106.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rfpermen's solution](#)

7107.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[rfpermen's solution](#)

7108.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[rfpermen's solution](#)

7109.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[rfpermen's solution](#)

7110.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[rfpermen's solution](#)

7111.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[rfpermen's solution](#)

7112.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[rfpermen's solution](#)

7113.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[rfpermen's solution](#)

7114.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[rfpermen's solution](#)

7115.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[rfpermen's solution](#)

7116.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[rfpermen's solution](#)**7117.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[rfpermen's solution](#)**7118.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[rfpermen's solution](#)**7119.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[rfpermen's solution](#)**7120.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)**7121.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[rfpermen's solution](#)**7122.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[rfpermen's solution](#)**7123.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[rfpermen's solution](#)**7124.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[rfpermen's solution](#)**7125.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy,

implementation, math

[rfpermen's solution](#)

7126.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[rfpermen's solution](#)

7127.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

7128.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[rfpermen's solution](#)

7129.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, interactive

[rfpermen's solution](#)

7130.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[rfpermen's solution](#)

7131.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

7132.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs

[rfpermen's solution](#)

7133.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

7134.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[rfpermen's solution](#)

7135.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[rfpermen's solution](#)

7136.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[rfpermen's solution](#)

7137.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[rfpermen's solution](#)

7138.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[rfpermen's solution](#)

7139.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rfpermen's solution](#)

7140.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[rfpermen's solution](#)

7141.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[rfpermen's solution](#)

7142.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[rfpermen's solution](#)

7143.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[rfpermen's solution](#)

7144.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[rfpermen's solution](#)

7145.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two

pointers

[rfpermen's solution](#)

7146.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[rfpermen's solution](#)

7147.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

7148.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[rfpermen's solution](#)

7149.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

7150.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

7151.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[rfpermen's solution](#)

7152.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[rfpermen's solution](#)

7153.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[rfpermen's solution](#)

7154.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

7155.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[rfpermen's solution](#)

7156.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[rfpermen's solution](#)

7157.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[rfpermen's solution](#)

7158.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[rfpermen's solution](#)

7159.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[rfpermen's solution](#)

7160.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[rfpermen's solution](#)

7161.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[rfpermen's solution](#)

7162.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[rfpermen's solution](#)

7163.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[rfpermen's solution](#)

7164.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[rfpermen's solution](#)

7165.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[rfpermen's solution](#)

7166.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[rfpermen's solution](#)

7167.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[rfpermen's solution](#)

7168.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rfpermen's solution](#)

7169.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[rfpermen's solution](#)

7170.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[rfpermen's solution](#)

7171.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

7172.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7173.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[rfpermen's solution](#)

7174.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[rfpermen's solution](#)

7175.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

7176.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7177.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[rfpermen's solution](#)

7178.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[rfpermen's solution](#)

7179.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

7180.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[rfpermen's solution](#)

7181.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[rfpermen's solution](#)

7182.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[rfpermen's solution](#)

7183.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[rfpermen's solution](#)

7184.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[rfpermen's solution](#)

7185.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[rfpermen's solution](#)

7186.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

7187.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[rfpermen's solution](#)

7188.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rfpermen's solution](#)

7189.

1867E2

[Salvg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[rfpermen's solution](#)

7190.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[rfpermen's solution](#)

7191.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[rfpermen's solution](#)

7192.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: flows

[rfpermen's solution](#)

7193.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

7194.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[rfpermen's solution](#)

7195.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[rfpermen's solution](#)

7196.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[rfpermen's solution](#)

7197.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[rfpermen's solution](#)

7198.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

7199.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[rfpermen's solution](#)

7200.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[rfpermen's solution](#)

7201.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[rfpermen's solution](#)

7202.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[rfpermen's solution](#)

7203.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

7204.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[rfpermen's solution](#)

7205.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[rfpermen's solution](#)

7206.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[rfpermen's solution](#)

7207.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[rfpermen's solution](#)

7208.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[rfpermen's solution](#)

7209.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[rfpermen's solution](#)

7210.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[rfpermen's solution](#)

7211.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[rfpermen's solution](#)

7212.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[rfpermen's solution](#)

7213.

1769D2

[A,3D10C4 CT2D0BC=C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

7214.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[rfpermen's solution](#)

7215.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, data structures, math, number theory

[rfpermen's solution](#)

7216.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[rfpermen's solution](#)

7217.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[rfpermen's solution](#)

7218.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[rfpermen's solution](#)

7219.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[rfpermen's solution](#)

7220.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[rfpermen's solution](#)

7221.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[rfpermen's solution](#)

7222.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[rfpermen's solution](#)

7223.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

7224.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[rfpermen's solution](#)

7225.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[rfpermen's solution](#)

7226.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[rfpermen's solution](#)

7227.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[rfpermen's solution](#)

7228.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

7229.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms

[rfpermen's solution](#)

7230.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry

[rfpermen's solution](#)

7231.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[rfpermen's solution](#)

7232.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2022-02-25 · last AC: 2024-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[rfpermen's solution](#)

7233.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

7234.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

7235.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[rfpermen's solution](#)

7236.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[rfpermen's solution](#)

7237.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[rfpermen's solution](#)

7238.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[rfpermen's solution](#)

7239.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[rfpermen's solution](#)

7240.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[rfpermen's solution](#)

7241.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[rfpermen's solution](#)

7242.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[rfpermen's solution](#)

7243.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

7244.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

7245.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[rfpermen's solution](#)

7246.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[rfpermen's solution](#)

7247.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[rfpermen's solution](#)

7248.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[rfpermen's solution](#)

7249.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

7250.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

7251.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

7252.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

7253.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[rfpermen's solution](#)

7254.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[rfpermen's solution](#)

7255.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[rfpermen's solution](#)

7256.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[rfpermen's solution](#)

7257.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[rfpermen's solution](#)

7258.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[rfpermen's solution](#)

7259.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[rfpermen's solution](#)

7260.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

7261.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[rfpermen's solution](#)

7262.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

7263.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

7264.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[rfpermen's solution](#)

7265.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[rfpermen's solution](#)

7266.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[rfpermen's solution](#)

7267.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[rfpermen's solution](#)

7268.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[rfpermen's solution](#)

7269.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7270.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
[rfpermen's solution](#)

7271.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rfpermen's solution](#)

7272.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[rfpermen's solution](#)

7273.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[rfpermen's solution](#)

7274.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[rfpermen's solution](#)

7275.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[rfpermen's solution](#)

7276.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[rfpermen's solution](#)

7277.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[rfpermen's solution](#)

7278.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

7279.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory
[rfpermen's solution](#)

7280.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rfpermen's solution](#)

7281.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[rfpermen's solution](#)

7282.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[rfpermen's solution](#)

7283.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

7284.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[rfpermen's solution](#)

7285.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[rfpermen's solution](#)

7286.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[rfpermen's solution](#)

7287.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees
[rfpermen's solution](#)

7288.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[rfpermen's solution](#)

7289.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[rfpermen's solution](#)

7290.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7291.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[rfpermen's solution](#)

7292.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7293.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[rfpermen's solution](#)

7294.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2023-03-21 · Secret 2021 (first AC) · Tags: *special
[rfpermen's solution](#)

7295.

345G

[Suffix Subgroup](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special, strings
[rfpermen's solution](#)

7296.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special, dfs and similar, graphs
[rfpermen's solution](#)

7297.

153C

[Caesar Cipher](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2200 · first AC: 2023-03-21 · Cobol (first AC) · Tags: *special

[rfpermen's solution](#)

7298.

1488E

[Palindromic Doubles](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2200 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, dp

[rfpermen's solution](#)

7299.

72B

[INI-file](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2200 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

7300.

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2023-03-21 · D (first AC) · Tags: —

[rfpermen's solution](#)

7301.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[rfpermen's solution](#)

7302.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

7303.

774H

[Repairing Of String](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2200 · first AC: 2023-03-18 · Mono C# (first AC) · Tags: *special, constructive algorithms

[rfpermen's solution](#)

7304.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[rfpermen's solution](#)

7305.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

7306.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[rfpermen's solution](#)

7307.

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2023-01-15 · J (first AC) · Tags: *special

[rfpermen's solution](#)

7308.

64G

[Path Canonization](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2200 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special

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7309.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

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7310.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

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7311.

1736D

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Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

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7312.

1737D

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Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

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7313.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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7314.

1373E

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7315.

762E

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Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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7316.

622E

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Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

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7317.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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7318.

1537F

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Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

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7319.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[rfpermen's solution](#)

7320.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities, trees

[rfpermen's solution](#)

7321.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[rfpermen's solution](#)

7322.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[rfpermen's solution](#)

7323.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[rfpermen's solution](#)

7324.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[rfpermen's solution](#)

7325.

907D

[Seating of Students](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

7326.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

7327.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[rfpermen's solution](#)

7328.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[rfpermen's solution](#)

7329.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[rfpermen's solution](#)

7330.

1175E

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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
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7331.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[rfpermen's solution](#)

7332.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

7333.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[rfpermen's solution](#)

7334.

476E

[Dreamoon and Strings](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[rfpermen's solution](#)

7335.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math
[rfpermen's solution](#)

7336.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, strings
[rfpermen's solution](#)

7337.

903D

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Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[rfpermen's solution](#)

7338.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

7339.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[rfpermen's solution](#)

7340.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[rfpermen's solution](#)

7341.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings
[rfpermen's solution](#)

7342.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[rfpermen's solution](#)

7343.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[rfpermen's solution](#)

7344.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

7345.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

7346.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[rfpermen's solution](#)

7347.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[rfpermen's solution](#)

7348.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[rfpermen's solution](#)

7349.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[rfpermen's solution](#)

7350.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rfpermen's solution](#)

7351.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[rfpermen's solution](#)

7352.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[rfpermen's solution](#)

7353.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

7354.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

7355.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

7356.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[rfpermen's solution](#)

7357.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[rfpermen's solution](#)

7358.

1567E

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Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[rfpermen's solution](#)

7359.

1556E

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Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

7360.

965E

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Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[rfpermen's solution](#)

7361.

1557D

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Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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7362.

219E

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Quality: 697 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7363.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[rfpermen's solution](#)

7364.

617E

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Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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7365.

620D

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Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

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7366.

618D

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Quality: 1,895 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

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7367.

603C

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[rfpermen's solution](#)

7368.

350E

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Quality: 858 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

7369.

387D

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Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
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7370.

366E

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Quality: 844 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rfpermen's solution](#)

7371.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
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7372.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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7373.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
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7374.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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7375.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
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7376.

448E

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Quality: 1,635 global accepts · Rating: 2200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[rfpermen's solution](#)

7377.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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7378.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[rfpermen's solution](#)

7379.

404E

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Quality: 642 global accepts · Rating: 2200 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[rfpermen's solution](#)

7380.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[rfpermen's solution](#)

7381.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[rfpermen's solution](#)

7382.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

7383.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[rfpermen's solution](#)

7384.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

7385.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[rfpermen's solution](#)

7386.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[rfpermen's solution](#)

7387.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[rfpermen's solution](#)

7388.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[rfpermen's solution](#)

7389.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[rfpermen's solution](#)

7390.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

7391.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures
[rfpermen's solution](#)

7392.

351E

[Jeff and Permutation](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

7393.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[rfpermen's solution](#)

7394.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[rfpermen's solution](#)

7395.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

7396.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

7397.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[rfpermen's solution](#)

7398.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[rfpermen's solution](#)

7399.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rfpermen's solution](#)

7400.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[rfpermen's solution](#)

7401.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[rfpermen's solution](#)

7402.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[rfpermen's solution](#)

7403.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu

[rfpermen's solution](#)

7404.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

7405.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

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7406.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[rfpermen's solution](#)

7407.

1295E

[Permutation Separation](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

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7408.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[rfpermen's solution](#)

7409.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

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7410.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

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7411.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
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7412.

98B

[Help King](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2200 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, trees
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7413.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[rfpermen's solution](#)

7414.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2019-11-28 · last AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
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7415.

509D

[Restoring Numbers](#) · [Tutorial](#)

Quality: 815 global accepts · Rating: 2200 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rfpermen's solution](#)

7416.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation
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7417.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[rfpermen's solution](#)

7418.

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths
[rfpermen's solution](#)

7419.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

7420.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

7421.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[rfpermen's solution](#)

7422.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · last AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[rfpermen's solution](#)

7423.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

7424.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[rfpermen's solution](#)

7425.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[rfpermen's solution](#)

7426.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2019-11-05 · last AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[rfpermen's solution](#)

7427.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2019-11-05 · last AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[rfpermen's solution](#)

7428.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-29 · last AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

7429.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

7430.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[rfpermen's solution](#)

7431.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

7432.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rfpermen's solution](#)

7433.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[rfpermen's solution](#)

7434.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-11-25 · last AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[rfpermen's solution](#)

7435.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

7436.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rfpermen's solution](#)

7437.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[rfpermen's solution](#)

7438.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[rfpermen's solution](#)

7439.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[rfpermen's solution](#)

7440.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[rfpermen's solution](#)

7441.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[rfpermen's solution](#)

7442.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[rfpermen's solution](#)

7443.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[rfpermen's solution](#)

7444.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

7445.

526D

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Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[rfpermen's solution](#)

7446.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

7447.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[rfpermen's solution](#)

7448.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[rfpermen's solution](#)

7449.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

7450.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[rfpermen's solution](#)

7451.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[rfpermen's solution](#)

7452.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7453.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[rfpermen's solution](#)

7454.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2018-08-25 · last AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[rfpermen's solution](#)

7455.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

7456.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[rfpermen's solution](#)

7457.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[rfpermen's solution](#)

7458.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
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7459.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[rfpermen's solution](#)

7460.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[rfpermen's solution](#)

7461.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[rfpermen's solution](#)

7462.

1928E

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Quality: 2,098 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[rfpermen's solution](#)

7463.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[rfpermen's solution](#)

7464.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[rfpermen's solution](#)

7465.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

7466.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

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7467.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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7468.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[rfpermen's solution](#)

7469.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[rfpermen's solution](#)

7470.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

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7471.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

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7472.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

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7473.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[rfpermen's solution](#)

7474.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

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7475.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

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7476.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

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7477.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[rfpermen's solution](#)

7478.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[rfpermen's solution](#)

7479.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

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7480.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[rfpermen's solution](#)

7481.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

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7482.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[rfpermen's solution](#)

7483.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7484.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[rfpermen's solution](#)

7485.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[rfpermen's solution](#)

7486.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[rfpermen's solution](#)

7487.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[rfpermen's solution](#)

7488.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[rfpermen's solution](#)

7489.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

7490.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7491.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[rfpermen's solution](#)

7492.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
[rfpermen's solution](#)

7493.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities
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7494.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[rfpermen's solution](#)

7495.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[rfpermen's solution](#)

7496.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
[rfpermen's solution](#)

7497.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[rfpermen's solution](#)

7498.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[rfpermen's solution](#)

7499.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[rfpermen's solution](#)

7500.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[rfpermen's solution](#)

7501.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[rfpermen's solution](#)

7502.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[rfpermen's solution](#)

7503.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7504.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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7505.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[rfpermen's solution](#)

7506.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7507.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

7508.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[rfpermen's solution](#)

7509.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[rfpermen's solution](#)

7510.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

7511.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

7512.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, implementation, math, ternary search

[rfpermen's solution](#)

7513.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[rfpermen's solution](#)

7514.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[rfpermen's solution](#)

7515.

1769D3

[A..3D101CT2DôBCαC III](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

7516.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[rfpermen's solution](#)

7517.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

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7518.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[rfpermen's solution](#)

7519.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

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7520.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[rfpermen's solution](#)

7521.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[rfpermen's solution](#)

7522.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[rfpermen's solution](#)

7523.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[rfpermen's solution](#)

7524.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[rfpermen's solution](#)

7525.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[rfpermen's solution](#)

7526.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[rfpermen's solution](#)

7527.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[rfpermen's solution](#)

7528.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[rfpermen's solution](#)

7529.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[rfpermen's solution](#)

7530.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-18 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

7531.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[rfpermen's solution](#)

7532.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[rfpermen's solution](#)

7533.

1938G

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Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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7534.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[rfpermen's solution](#)

7535.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[rfpermen's solution](#)

7536.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[rfpermen's solution](#)

7537.

648E

[B × C × D × E × F × G × H × I × J × K × L × M × N × O × P × Q × R × S × T × U × V × W × X × Y × Z × AA × AB × AC × AD × AE × AF × AG × AH × AI × AJ × AK × AL × AM × AN × AO × AP × AQ × AR × AS × AT × AU × AV × AW × AX × AY × AZ × BA × BB × BC × BD × BE × BF × BG × BH × BI × BJ × BK × BL × BM × BN × BO × BP × BQ × BR × BS × BT × BU × BV × BW × BX × BY × BZ × CA × CB × CC × CD × CE × CF × CG × CH × CI × CJ × CK × CL × CM × CN × CO × CP × CQ × CR × CS × CT × CU × CV × CW × CX × CY × CZ × DA × DB × DC × DD × DE × DF × DG × DH × DI × DJ × DK × DL × DM × DN × DO × DP × DQ × DR × DS × DT × DU × DV × DW × DX × DY × DZ × EA × EB × EC × ED × EE × EF × EG × EH × EI × EJ × EK × EL × EM × EN × EO × EP × EQ × ER × ES × ET × EU × EV × EW × EX × EY × EZ × FA × FB × FC × FD × FE × FF × FG × FH × FI × FJ × FK × FL × FM × FN × FO × FP × FQ × FR × FS × FT × FU × FV × FW × FX × FY × FZ × GA × GB × GC × GD × GE × GF × GG × GH × GI × GJ × GK × GL × GM × GN × GO × GP × GQ × GR × GS × GT × GU × GV × GW × GX × GY × GZ × HA × HB × HC × HD × HE × HF × HG × HH × HI × HJ × HK × HL × HM × HN × HO × HP × HQ × HR × HS × HT × HU × HV × HW × HX × HY × HZ × IA × IB × IC × ID × IE × IF × IG × IH × II × IJ × IK × IL × IM × IN × IO × IP × IQ × IR × IS × IT × IU × IV × IW × IX × IY × IZ × JA × JB × JC × JD × JE × JF × JG × JH × JI × JJ × JK × JL × JM × JN × JO × JP × JQ × JR × JS × JT × JU × JV × JW × JX × JY × JZ × KA × KB × KC × KD × KE × KF × KG × KH × KI × KJ × KK × KL × KM × KN × KO × KP × KQ × KR × KS × KT × KU × KV × KW × KX × KY × KZ × LA × LB × LC × LD × LE × LF × LG × LH × LI × LJ × LK × LL × LM × LN × LO × LP × LQ × LR × LS × LT × LU × LV × LW × LX × LY × LZ × MA × MB × MC × MD × ME × MF × MG × MH × MI × MJ × MK × ML × MM × MN × MO × MP × MQ × MR × MS × MT × MU × MV × MW × MX × MY × MZ × NA × NB × NC × ND × NE × NF × NG × NH × NI × NJ × NK × NL × NM × NO × NP × NQ × NR × NS × NT × NU × NV × NW × NX × NY × NZ × OA × OB × OC × OD × OE × OF × OG × OH × OI × OJ × OK × OL × OM × ON × OO × OP × OQ × OR × OS × OT × OU × OV × OW × OX × OY × OZ × PA × PB × PC × PD × PE × PF × PG × PH × PI × PJ × PK × PL × PM × PN × PO × PP × PQ × PR × PS × PT × PU × PV × PW × PX × PY × PZ × QA × QB × QC × QD × QE × QF × QG × QH × QI × QJ × QK × QL × QM × QN × QO × QP × QQ × QR × QS × QT × QU × QV × QW × QX × QY × QZ × RA × RB × RC × RD × RE × RF × RG × RH × RI × RJ × RK × RL × RM × RN × RO × RP × RQ × RR × RS × RT × RU × RV × RW × RX × RY × RZ × SA × SB × SC × SD × SE × SF × SG × SH × SI × SJ × SK × SL × SM × SN × SO × SP × SQ × SR × SS × ST × SU × SV × SW × SX × SY × SZ × TA × TB × TC × TD × TE × TF × TG × TH × TI × TJ × TK × TL × TM × TN × TO × TP × TQ × TR × TS × TT × TU × TV × TW × TX × TY × TZ × UA × UB × UC × UD × UE × UF × UG × UH × UI × UJ × UK × UL × UM × UN × UO × UP × UQ × UR × US × UT × UU × UV × UW × UX × UY × UZ × VA × VB × VC × VD × VE × VF × VG × VH × VI × VJ × VK × VL × VM × VN × VO × VP × VQ × VR × VS × VT × VU × VV × VW × VX × VY × VZ × WA × WB × WC × WD × WE × WF × WG × WH × WI × WJ × WK × WL × WM × WN × WO × WP × WQ × WR × WS × WT × WU × WV × WW × WX × WY × WZ × XA × XB × XC × XD × XE × XF × XG × XH × XI × XJ × XK × XL × XM × XN × XO × XP × XQ × XR × XS × XT × XU × XV × XW × XX × XY × XZ × YA × YB × YC × YD × YE × YF × YG × YH × YI × YJ × YK × YL × YM × YN × YO × YP × YQ × YR × YS × YT × YU × YV × YW × YX × YY × YZ × ZA × ZB × ZC × ZD × ZE × ZF × ZG × ZH × ZI × ZJ × ZK × ZL × ZM × ZN × ZO × ZP × ZQ × ZR × ZS × ZT × ZU × ZV × ZW × ZX × ZY × ZZ](#)

Quality: 158 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[rfpermen's solution](#)

7538.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[rfpermen's solution](#)

7539.

1132D

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

7540.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

7541.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[rfpermen's solution](#)

7542.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[rfpermen's solution](#)

7543.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

7544.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

7545.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[rfpermen's solution](#)

7546.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[rfpermen's solution](#)

7547.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[rfpermen's solution](#)

7548.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-09-17 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math
[rfpermen's solution](#)

7549.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[rfpermen's solution](#)

7550.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[rfpermen's solution](#)

7551.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[rfpermen's solution](#)

7552.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[rfpermen's solution](#)

7553.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, two pointers

[rfpermen's solution](#)

7554.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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7555.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[rfpermen's solution](#)

7556.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[rfpermen's solution](#)

7557.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[rfpermen's solution](#)

7558.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[rfpermen's solution](#)

7559.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[rfpermen's solution](#)

7560.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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7561.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

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7562.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-09-12 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[rfpermen's solution](#)

7563.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy
[rfpermen's solution](#)

7564.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: games
[rfpermen's solution](#)

7565.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, two pointers
[rfpermen's solution](#)

7566.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[rfpermen's solution](#)

7567.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation
[rfpermen's solution](#)

7568.

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[rfpermen's solution](#)

7569.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[rfpermen's solution](#)

7570.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

7571.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[rfpermen's solution](#)

7572.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: flows
[rfpermen's solution](#)

7573.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7574.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[rfpermen's solution](#)

7575.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[rfpermen's solution](#)

7576.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2019-06-15 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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7577.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
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7578.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
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7579.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
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7580.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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7581.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers
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7582.

444B

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Quality: 1,175 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
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7583.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

7584.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[rfpermen's solution](#)

7585.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[rfpermen's solution](#)

7586.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, strings, trees
[rfpermen's solution](#)

7587.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[rfpermen's solution](#)

7588.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[rfpermen's solution](#)

7589.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string
suffix structures, strings, trees
[rfpermen's solution](#)

7590.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing
[rfpermen's solution](#)

7591.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[rfpermen's solution](#)

7592.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[rfpermen's solution](#)

7593.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

7594.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, data structures
[rfpermen's solution](#)

7595.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math, number theory
[rfpermen's solution](#)

7596.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, graphs, implementation, strings
[rfpermen's solution](#)

7597.

72D

[Perse-script](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2300 · first AC: 2023-03-21 · Io (first AC) · Tags: *special, expression parsing
[rfpermen's solution](#)

7598.

774I

[Composing Of String](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2300 · first AC: 2023-03-18 · Go (first AC) · Tags: *special, dp
[rfpermen's solution](#)

7599.

774E

[Big Number and Remainder](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 2300 · first AC: 2023-03-18 · FPC (first AC) · Tags: *special, math, number theory
[rfpermen's solution](#)

7600.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

7601.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[rfpermen's solution](#)

7602.

470H

[Array Sorting](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 2300 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special
[rfpermen's solution](#)

7603.

470G

[Hamming Distance](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2300 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special
[rfpermen's solution](#)

7604.

470F

[Pairwise Sums](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2300 · first AC: 2023-02-13 · FALSE (first AC) · Tags: *special
[rfpermen's solution](#)

7605.

130I

[Array sorting](#) · [Tutorial](#)

Quality: 191 global accepts · Rating: 2300 · first AC: 2023-02-13 · Befunge (first AC) · Tags: *special, sortings
[rfpermen's solution](#)

7606.

64H

[Table Bowling](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 2300 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, sortings
[rfpermen's solution](#)

7607.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[rfpermen's solution](#)

7608.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[rfpermen's solution](#)

7609.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[rfpermen's solution](#)

7610.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities
[rfpermen's solution](#)

7611.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees
[rfpermen's solution](#)

7612.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[rfpermen's solution](#)

7613.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings
[rfpermen's solution](#)

7614.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[rfpermen's solution](#)

7615.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[rfpermen's solution](#)

7616.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

7617.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[rfpermen's solution](#)

7618.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[rfpermen's solution](#)

7619.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rfpermen's solution](#)

7620.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[rfpermen's solution](#)

7621.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[rfpermen's solution](#)

7622.

1552E

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Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[rfpermen's solution](#)

7623.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[rfpermen's solution](#)

7624.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[rfpermen's solution](#)

7625.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[rfpermen's solution](#)

7626.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[rfpermen's solution](#)

7627.

1699D

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Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[rfpermen's solution](#)

7628.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[rfpermen's solution](#)

7629.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, graphs, implementation
[rfpermen's solution](#)

7630.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

7631.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[rfpermen's solution](#)

7632.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[rfpermen's solution](#)

7633.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities
[rfpermen's solution](#)

7634.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[rfpermen's solution](#)

7635.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[rfpermen's solution](#)

7636.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7637.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rfpermen's solution](#)

7638.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[rfpermen's solution](#)

7639.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: games

[rfpermen's solution](#)

7640.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

7641.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[rfpermen's solution](#)

7642.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[rfpermen's solution](#)

7643.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

7644.

898F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[rfpermen's solution](#)

7645.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[rfpermen's solution](#)

7646.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[rfpermen's solution](#)

7647.

830C

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Quality: 1,312 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers
[rfpermen's solution](#)

7648.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy
[rfpermen's solution](#)

7649.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[rfpermen's solution](#)

7650.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[rfpermen's solution](#)

7651.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[rfpermen's solution](#)

7652.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[rfpermen's solution](#)

7653.

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[rfpermen's solution](#)

7654.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-05 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

7655.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[rfpermen's solution](#)

7656.

1602E

[Optimal Insertion](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[rfpermen's solution](#)

7657.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[rfpermen's solution](#)

7658.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[rfpermen's solution](#)

7659.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[rfpermen's solution](#)

7660.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[rfpermen's solution](#)

7661.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[rfpermen's solution](#)

7662.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[rfpermen's solution](#)

7663.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[rfpermen's solution](#)

7664.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[rfpermen's solution](#)

7665.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

7666.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[rfpermen's solution](#)

7667.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs

[rfpermen's solution](#)

7668.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

7669.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[rfpermen's solution](#)

7670.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[rfpermen's solution](#)

7671.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[rfpermen's solution](#)

7672.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

7673.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-03-05 · last AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[rfpermen's solution](#)

7674.

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive

[rfpermen's solution](#)

7675.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rfpermen's solution](#)

7676.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

7677.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[rfpermen's solution](#)

7678.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory
[rfpermen's solution](#)

7679.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[rfpermen's solution](#)

7680.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

7681.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[rfpermen's solution](#)

7682.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[rfpermen's solution](#)

7683.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings
[rfpermen's solution](#)

7684.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[rfpermen's solution](#)

7685.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees
[rfpermen's solution](#)

7686.

1131E

[String Multiplication](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[rfpermen's solution](#)

7687.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[rfpermen's solution](#)

7688.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory

[rfpermen's solution](#)

7689.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[rfpermen's solution](#)

7690.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rfpermen's solution](#)

7691.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[rfpermen's solution](#)

7692.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[rfpermen's solution](#)

7693.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[rfpermen's solution](#)

7694.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, graphs, implementation

[rfpermen's solution](#)

7695.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2019-11-27 · last AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[rfpermen's solution](#)

7696.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[rfpermen's solution](#)

7697.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[rfpermen's solution](#)

7698.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[rfpermen's solution](#)

7699.

1248E

[Queue in the Train](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

7700.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[rfpermen's solution](#)

7701.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-11-25 · last AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[rfpermen's solution](#)

7702.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rfpermen's solution](#)

7703.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[rfpermen's solution](#)

7704.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

7705.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[rfpermen's solution](#)

7706.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[rfpermen's solution](#)

7707.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy
[rfpermen's solution](#)

7708.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[rfpermen's solution](#)

7709.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-18 · last AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[rfpermen's solution](#)

7710.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths
[rfpermen's solution](#)

7711.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

7712.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[rfpermen's solution](#)

7713.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[rfpermen's solution](#)

7714.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[rfpermen's solution](#)

7715.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[rfpermen's solution](#)

7716.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

7717.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[rfpermen's solution](#)

7718.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[rfpermen's solution](#)

7719.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[rfpermen's solution](#)

7720.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[rfpermen's solution](#)

7721.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

7722.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[rfpermen's solution](#)

7723.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[rfpermen's solution](#)

7724.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[rfpermen's solution](#)

7725.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[rfpermen's solution](#)

7726.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math

[rfpermen's solution](#)

7727.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

7728.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[rfpermen's solution](#)

7729.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[rfpermen's solution](#)

7730.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[rfpermen's solution](#)

7731.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[rfpermen's solution](#)

7732.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[rfpermen's solution](#)

7733.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[rfpermen's solution](#)

7734.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[rfpermen's solution](#)

7735.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[rfpermen's solution](#)

7736.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math, number theory, two pointers

[rfpermen's solution](#)

7737.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[rfpermen's solution](#)

7738.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[rfpermen's solution](#)

7739.

1619H

[Permutation and Queries](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[rfpermen's solution](#)

7740.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[rfpermen's solution](#)

7741.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[rfpermen's solution](#)

7742.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[rfpermen's solution](#)

7743.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[rfpermen's solution](#)

7744.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7745.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[rfpermen's solution](#)

7746.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

7747.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

7748.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[rfpermen's solution](#)

7749.

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[rfpermen's solution](#)

7750.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rfpermen's solution](#)

7751.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[rfpermen's solution](#)

7752.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[rfpermen's solution](#)

7753.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[rfpermen's solution](#)

7754.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[rfpermen's solution](#)

7755.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[rfpermen's solution](#)

7756.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7757.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[rfpermen's solution](#)

7758.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-05-19 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

7759.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7760.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

7761.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[rfpermen's solution](#)

7762.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[rfpermen's solution](#)

7763.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

7764.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[rfpermen's solution](#)

7765.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[rfpermen's solution](#)

7766.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[rfpermen's solution](#)

7767.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

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7768.

883J

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Quality: 624 global accepts · Rating: 2400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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7769.

1340C

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7770.

524E

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Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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7771.

125E

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Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

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7772.

756D

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Quality: 1,084 global accepts · Rating: 2400 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

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7773.

161C

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Quality: 693 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer

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7774.

1839E

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Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

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7775.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

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7776.

75E

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Quality: 302 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, shortest paths

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7777.

1827B2

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Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

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7778.

1609E

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7779.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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7780.

1817C

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Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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7781.

288D

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Quality: 838 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees
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7782.

220E

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Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
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7783.

498D

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Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[rfpermen's solution](#)

7784.

449D

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Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-03-27 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[rfpermen's solution](#)

7785.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[rfpermen's solution](#)

7786.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[rfpermen's solution](#)

7787.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[rfpermen's solution](#)

7788.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[rfpermen's solution](#)

7789.

100J

[Interval Coloring](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 2400 · first AC: 2023-02-13 · Pike (first AC) · Tags: *special, greedy, math

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7790.

641D

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Quality: 1,575 global accepts · Rating: 2400 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, probabilities

[rfpermen's solution](#)

7791.

661H

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Quality: 94 global accepts · Rating: 2400 · first AC: 2023-01-15 · J (first AC) · Tags: *special

[rfpermen's solution](#)

7792.

64I

[Sort the Table](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2023-01-14 · Tcl (first AC) · Tags: *special, sortings

[rfpermen's solution](#)

7793.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[rfpermen's solution](#)

7794.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-08-05 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[rfpermen's solution](#)

7795.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[rfpermen's solution](#)

7796.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[rfpermen's solution](#)

7797.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[rfpermen's solution](#)

7798.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[rfpermen's solution](#)

7799.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

7800.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[rfpermen's solution](#)

7801.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[rfpermen's solution](#)

7802.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[rfpermen's solution](#)

7803.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[rfpermen's solution](#)

7804.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

7805.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2022-07-01 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[rfpermen's solution](#)

7806.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[rfpermen's solution](#)

7807.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[rfpermen's solution](#)

7808.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7809.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[rfpermen's solution](#)

7810.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[rfpermen's solution](#)

7811.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

7812.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[rfpermen's solution](#)

7813.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2022-05-27 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[rfpermen's solution](#)

7814.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[rfpermen's solution](#)

7815.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[rfpermen's solution](#)

7816.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[rfpermen's solution](#)

7817.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[rfpermen's solution](#)

7818.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

7819.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rfpermen's solution](#)

7820.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[rfpermen's solution](#)

7821.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[rfpermen's solution](#)

7822.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[rfpermen's solution](#)

7823.

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rfpermen's solution](#)

7824.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

7825.

359E

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Quality: 518 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

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7826.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation

[rfpermen's solution](#)

7827.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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7828.

226C

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Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

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7829.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-05 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[rfpermen's solution](#)

7830.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

7831.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[rfpermen's solution](#)

7832.

1442C

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Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[rfpermen's solution](#)

7833.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

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7834.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

7835.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[rfpermen's solution](#)

7836.

929D

[A&B=C, GC&KCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

7837.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2021-04-18 · last AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

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7838.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

7839.

1491E

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Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[rfpermen's solution](#)

7840.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

7841.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[rfpermen's solution](#)

7842.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[rfpermen's solution](#)

7843.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[rfpermen's solution](#)

7844.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[rfpermen's solution](#)

7845.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[rfpermen's solution](#)

7846.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings
[rfpermen's solution](#)

7847.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: strings
[rfpermen's solution](#)

7848.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[rfpermen's solution](#)

7849.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[rfpermen's solution](#)

7850.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings, two pointers

[rfpermen's solution](#)

7851.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[rfpermen's solution](#)

7852.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[rfpermen's solution](#)

7853.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[rfpermen's solution](#)

7854.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

7855.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

7856.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[rfpermen's solution](#)

7857.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[rfpermen's solution](#)

7858.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[rfpermen's solution](#)

7859.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[rfpermen's solution](#)

7860.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

7861.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[rfpermen's solution](#)

7862.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[rfpermen's solution](#)

7863.

984E

[Elevator](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[rfpermen's solution](#)

7864.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-09-10 · last AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[rfpermen's solution](#)

7865.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[rfpermen's solution](#)

7866.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · last AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[rfpermen's solution](#)

7867.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[rfpermen's solution](#)

7868.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2019-11-29 · last AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[rfpermen's solution](#)

7869.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

7870.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[rfpermen's solution](#)

7871.

1262F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[rfpermen's solution](#)

7872.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[rfpermen's solution](#)

7873.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[rfpermen's solution](#)

7874.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7875.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[rfpermen's solution](#)

7876.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

7877.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rfpermen's solution](#)

7878.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[rfpermen's solution](#)

7879.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[rfpermen's solution](#)

7880.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[rfpermen's solution](#)

7881.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[rfpermen's solution](#)

7882.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

7883.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

7884.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[rfpermen's solution](#)

7885.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7886.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[rfpermen's solution](#)

7887.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[rfpermen's solution](#)

7888.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-08-10 · last AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[rfpermen's solution](#)

7889.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[rfpermen's solution](#)

7890.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[rfpermen's solution](#)

7891.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[rfpermen's solution](#)

7892.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[rfpermen's solution](#)

7893.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[rfpermen's solution](#)

7894.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[rfpermen's solution](#)

7895.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[rfpermen's solution](#)

7896.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[rfpermen's solution](#)

7897.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[rfpermen's solution](#)

7898.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[rfpermen's solution](#)

7899.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

7900.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[rfpermen's solution](#)

7901.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[rfpermen's solution](#)

7902.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy
[rfpermen's solution](#)

7903.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rfpermen's solution](#)

7904.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

7905.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms
[rfpermen's solution](#)

7906.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

7907.

683I

[Loader](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: 2500 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special, graphs
[rfpermen's solution](#)

7908.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-11-06 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[rfpermen's solution](#)

7909.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[rfpermen's solution](#)

7910.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[rfpermen's solution](#)

7911.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[rfpermen's solution](#)

7912.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[rfpermen's solution](#)

7913.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[rfpermen's solution](#)

7914.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[rfpermen's solution](#)

7915.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[rfpermen's solution](#)

7916.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[rfpermen's solution](#)

7917.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7918.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[rfpermen's solution](#)

7919.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[rfpermen's solution](#)

7920.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[rfpermen's solution](#)

7921.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[rfpermen's solution](#)

7922.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory
[rfpermen's solution](#)

7923.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[rfpermen's solution](#)

7924.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[rfpermen's solution](#)

7925.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
[rfpermen's solution](#)

7926.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[rfpermen's solution](#)

7927.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[rfpermen's solution](#)

7928.

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

7929.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation
[rfpermen's solution](#)

7930.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[rfpermen's solution](#)

7931.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[rfpermen's solution](#)

7932.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

7933.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search
[rfpermen's solution](#)

7934.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[rfpermen's solution](#)

7935.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees
[rfpermen's solution](#)

7936.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[rfpermen's solution](#)

7937.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[rfpermen's solution](#)

7938.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[rfpermen's solution](#)

7939.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math
[rfpermen's solution](#)

7940.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[rfpermen's solution](#)

7941.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[rfpermen's solution](#)

7942.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

7943.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[rfpermen's solution](#)

7944.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, dp

[rfpermen's solution](#)

7945.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, greedy, number theory

[rfpermen's solution](#)

7946.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math, trees

[rfpermen's solution](#)

7947.

530I

[Different variables](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 2500 · first AC: 2023-03-21 · Picat (first AC) · Tags: *special

[rfpermen's solution](#)

7948.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

7949.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

7950.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[rfpermen's solution](#)

7951.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[rfpermen's solution](#)

7952.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two

pointers

[rfpermen's solution](#)

7953.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[rfpermen's solution](#)

7954.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[rfpermen's solution](#)

7955.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[rfpermen's solution](#)

7956.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[rfpermen's solution](#)

7957.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[rfpermen's solution](#)

7958.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[rfpermen's solution](#)

7959.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

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7960.

1725J

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Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

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7961.

1251F

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Quality: 978 global accepts · Rating: 2500 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

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7962.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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7963.

1716E

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Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

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7964.

1709F

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Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

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7965.

484E

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Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

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7966.

1327F

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Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

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7967.

1195F

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Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

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7968.

1423H

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Quality: 625 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

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7969.

301C

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Quality: 488 global accepts · Rating: 2500 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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7970.

1678F

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Rating: 2500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

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7971.

678F

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Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[rfpermen's solution](#)

7972.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[rfpermen's solution](#)

7973.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

7974.

468C

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Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[rfpermen's solution](#)

7975.

1574E

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Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[rfpermen's solution](#)

7976.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

7977.

44G

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Quality: 501 global accepts · Rating: 2500 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rfpermen's solution](#)

7978.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[rfpermen's solution](#)

7979.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[rfpermen's solution](#)

7980.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[rfpermen's solution](#)

7981.

994F

[Compute Power](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[rfpermen's solution](#)

7982.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

7983.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[rfpermen's solution](#)

7984.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[rfpermen's solution](#)

7985.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

7986.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[rfpermen's solution](#)

7987.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rfpermen's solution](#)

7988.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[rfpermen's solution](#)

7989.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

7990.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[rfpermen's solution](#)

7991.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[rfpermen's solution](#)

7992.

444D

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[rfpermen's solution](#)

7993.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data

structures

[rfpermen's solution](#)

7994.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[rfpermen's solution](#)

7995.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[rfpermen's solution](#)

7996.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

7997.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[rfpermen's solution](#)

7998.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

7999.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[rfpermen's solution](#)

8000.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[rfpermen's solution](#)

8001.

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[rfpermen's solution](#)

8002.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[rfpermen's solution](#)

8003.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[rfpermen's solution](#)

8004.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[rfpermen's solution](#)

8005.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[rfpermen's solution](#)

8006.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[rfpermen's solution](#)

8007.

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

8008.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8009.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[rfpermen's solution](#)

8010.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[rfpermen's solution](#)

8011.

1321F

[Reachable Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[rfpermen's solution](#)

8012.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[rfpermen's solution](#)

8013.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[rfpermen's solution](#)

8014.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[rfpermen's solution](#)

8015.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-29 · last AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[rfpermen's solution](#)

8016.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[rfpermen's solution](#)

8017.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

8018.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[rfpermen's solution](#)

8019.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

8020.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[rfpermen's solution](#)

8021.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

8022.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[rfpermen's solution](#)

8023.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[rfpermen's solution](#)

8024.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[rfpermen's solution](#)

8025.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[rfpermen's solution](#)

8026.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[rfpermen's solution](#)

8027.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[rfpermen's solution](#)

8028.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

8029.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[rfpermen's solution](#)

8030.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8031.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rfpermen's solution](#)

8032.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8033.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[rfpermen's solution](#)

8034.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[rfpermen's solution](#)

8035.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rfpermen's solution](#)

8036.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[rfpermen's solution](#)

8037.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

8038.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

8039.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[rfpermen's solution](#)

8040.

1417F

[Graph and Queries](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[rfpermen's solution](#)

8041.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[rfpermen's solution](#)

8042.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[rfpermen's solution](#)

8043.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[rfpermen's solution](#)

8044.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[rfpermen's solution](#)

8045.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rfpermen's solution](#)

8046.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

8047.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[rfpermen's solution](#)

8048.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

8049.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[rfpermen's solution](#)

8050.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[rfpermen's solution](#)

8051.

1241F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rfpermen's solution](#)

8052.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[rfpermen's solution](#)

8053.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[rfpermen's solution](#)

8054.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[rfpermen's solution](#)

8055.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, brute force, greedy, two pointers
[rfpermen's solution](#)

8056.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rfpermen's solution](#)

8057.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, shortest paths
[rfpermen's solution](#)

8058.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[rfpermen's solution](#)

8059.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[rfpermen's solution](#)

8060.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games
[rfpermen's solution](#)

8061.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[rfpermen's solution](#)

8062.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[rfpermen's solution](#)

8063.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rfpermen's solution](#)

8064.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[rfpermen's solution](#)

8065.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[rfpermen's solution](#)

8066.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[rfpermen's solution](#)

8067.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[rfpermen's solution](#)

8068.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rfpermen's solution](#)

8069.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[rfpermen's solution](#)

8070.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8071.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-18 · last AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing

[rfpermen's solution](#)

8072.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[rfpermen's solution](#)

8073.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[rfpermen's solution](#)

8074.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[rfpermen's solution](#)

8075.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rfpermen's solution](#)

8076.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[rfpermen's solution](#)

8077.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[rfpermen's solution](#)

8078.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[rfpermen's solution](#)

8079.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[rfpermen's solution](#)

8080.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[rfpermen's solution](#)

8081.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[rfpermen's solution](#)

8082.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-01-13 · last AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[rfpermen's solution](#)

8083.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[rfpermen's solution](#)

8084.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[rfpermen's solution](#)

8085.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[rfpermen's solution](#)

8086.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[rfpermen's solution](#)

8087.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[rfpermen's solution](#)

8088.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[rfpermen's solution](#)

8089.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[rfpermen's solution](#)

8090.

828F

[Best Edge Weight](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[rfpermen's solution](#)

8091.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[rfpermen's solution](#)

8092.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

[rfpermen's solution](#)

8093.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[rfpermen's solution](#)

8094.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[rfpermen's solution](#)

8095.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[rfpermen's solution](#)

8096.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

8097.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[rfpermen's solution](#)

8098.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities

[rfpermen's solution](#)

8099.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

8100.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[rfpermen's solution](#)

8101.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

8102.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[rfpermen's solution](#)

8103.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[rfpermen's solution](#)

8104.

471E

[MUH and Lots and Lots of Segments](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[rfpermen's solution](#)

8105.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[rfpermen's solution](#)

8106.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[rfpermen's solution](#)

8107.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[rfpermen's solution](#)

8108.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[rfpermen's solution](#)

8109.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[rfpermen's solution](#)

8110.

345F

[Superstitions Inspection](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2700 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special

[rfpermen's solution](#)

8111.

345E

[Black Cat Rush](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2700 · first AC: 2023-03-21 · Ada (first AC) · Tags: *special

[rfpermen's solution](#)

8112.

1346H

[Game with Segments](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 2700 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, games

[rfpermen's solution](#)

8113.

774G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2023-03-18 · Perl (first AC) · Tags: *special, number theory

[rfpermen's solution](#)

8114.

774F

[Pens And Days Of Week](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 2700 · first AC: 2023-03-18 · Scala (first AC) · Tags: *special, binary search, number theory

[rfpermen's solution](#)

8115.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[rfpermen's solution](#)

8116.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[rfpermen's solution](#)

8117.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[rfpermen's solution](#)

8118.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[rfpermen's solution](#)

8119.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

8120.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[rfpermen's solution](#)

8121.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[rfpermen's solution](#)

8122.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[rfpermen's solution](#)

8123.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[rfpermen's solution](#)

8124.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[rfpermen's solution](#)

8125.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[rfpermen's solution](#)

8126.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

8127.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[rfpermen's solution](#)

8128.

1121E

[Once in a casino](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8129.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[rfpermen's solution](#)

8130.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[rfpermen's solution](#)

8131.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8132.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2020-02-27 · last AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[rfpermen's solution](#)

8133.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[rfpermen's solution](#)

8134.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[rfpermen's solution](#)

8135.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[rfpermen's solution](#)

8136.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[rfpermen's solution](#)

8137.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

8138.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[rfpermen's solution](#)

8139.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[rfpermen's solution](#)

8140.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8141.

290F

[Greedy Petya](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, graphs, greedy

[rfpermen's solution](#)

8142.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[rfpermen's solution](#)

8143.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

8144.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[rfpermen's solution](#)

8145.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[rfpermen's solution](#)

8146.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[rfpermen's solution](#)

8147.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, combinatorics, data structures
[rfpermen's solution](#)

8148.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rfpermen's solution](#)

8149.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[rfpermen's solution](#)

8150.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
[rfpermen's solution](#)

8151.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[rfpermen's solution](#)

8152.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[rfpermen's solution](#)

8153.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[rfpermen's solution](#)

8154.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees
[rfpermen's solution](#)

8155.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[rfpermen's solution](#)

8156.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[rfpermen's solution](#)

8157.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[rfpermen's solution](#)

8158.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[rfpermen's solution](#)

8159.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[rfpermen's solution](#)

8160.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8161.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[rfpermen's solution](#)

8162.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[rfpermen's solution](#)

8163.

2162H

[Beautiful Problem](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[rfpermen's solution](#)

8164.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[rfpermen's solution](#)

8165.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[rfpermen's solution](#)

8166.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[rfpermen's solution](#)

8167.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[rfpermen's solution](#)

8168.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[rfpermen's solution](#)

8169.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

8170.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[rfpermen's solution](#)

8171.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[rfpermen's solution](#)

8172.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, geometry, probabilities

[rfpermen's solution](#)

8173.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, strings

[rfpermen's solution](#)

8174.

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp

[rfpermen's solution](#)

8175.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[rfpermen's solution](#)

8176.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, matrices

[rfpermen's solution](#)

8177.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8178.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

8179.

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rfpermen's solution](#)

8180.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[rfpermen's solution](#)

8181.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8182.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, string suffix structures

[rfpermen's solution](#)

8183.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, geometry, math, sortings

[rfpermen's solution](#)

8184.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[rfpermen's solution](#)

8185.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

8186.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[rfpermen's solution](#)

8187.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[rfpermen's solution](#)

8188.

683J

[The Hero with Bombs](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3000 · first AC: 2023-12-01 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

8189.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[rfpermen's solution](#)

8190.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, fft, number theory

[rfpermen's solution](#)

8191.

1571J

[Two Railroads](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

8192.

1211I

[Unusual Graph](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 3000 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, graphs

[rfpermen's solution](#)

8193.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[rfpermen's solution](#)

8194.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rfpermen's solution](#)

8195.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-03-23 · last AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[rfpermen's solution](#)

8196.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[rfpermen's solution](#)

8197.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[rfpermen's solution](#)

8198.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[rfpermen's solution](#)

8199.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[rfpermen's solution](#)

8200.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[rfpermen's solution](#)

8201.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[rfpermen's solution](#)

8202.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8203.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[rfpermen's solution](#)

8204.

1488J

[Flower Shop](#) · [Tutorial](#)

Quality: 42 global accepts · Rating: 3100 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, fft, math

[rfpermen's solution](#)

8205.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, flows

[rfpermen's solution](#)

8206.

1211H

[Road Repair in Treeland](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3100 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, dp, trees

[rfpermen's solution](#)

8207.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[rfpermen's solution](#)

8208.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[rfpermen's solution](#)

8209.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[rfpermen's solution](#)

8210.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[rfpermen's solution](#)

8211.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[rfpermen's solution](#)

8212.

1571I

[Physical Examination](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3200 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, data structures

[rfpermen's solution](#)

8213.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[rfpermen's solution](#)

8214.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[rfpermen's solution](#)

8215.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[rfpermen's solution](#)

8216.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[rfpermen's solution](#)

8217.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[rfpermen's solution](#)

8218.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math

[rfpermen's solution](#)

8219.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[rfpermen's solution](#)

8220.

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp

[rfpermen's solution](#)

8221.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[rfpermen's solution](#)

8222.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[rfpermen's solution](#)

8223.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[rfpermen's solution](#)

8224.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rfpermen's solution](#)

8225.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[rfpermen's solution](#)

8226.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special

[rfpermen's solution](#)

8227.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[rfpermen's solution](#)

8228.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication
[rfpermen's solution](#)

8229.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: *special
[rfpermen's solution](#)

8230.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
[rfpermen's solution](#)

8231.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

8232.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks
[rfpermen's solution](#)

8233.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

8234.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
[rfpermen's solution](#)

8235.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-12-22 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8236.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2025-12-04 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy
[rfpermen's solution](#)

8237.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-12-03 · Kotlin 1.7 (first AC) · Tags: *special, dp
[rfpermen's solution](#)

8238.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2025-12-03 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings
[rfpermen's solution](#)

8239.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[rfpermen's solution](#)

8240.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[rfpermen's solution](#)

8241.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
[rfpermen's solution](#)

8242.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
[rfpermen's solution](#)

8243.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: *special
[rfpermen's solution](#)

8244.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory
[rfpermen's solution](#)

8245.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math
[rfpermen's solution](#)

8246.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[rfpermen's solution](#)

8247.

2095F

[Is Cæb or Bob CVD?](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, math
[rfpermen's solution](#)

8248.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[rfpermen's solution](#)

8249.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[rfpermen's solution](#)

8250.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[rfpermen's solution](#)

8251.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
[rfpermen's solution](#)

8252.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[rfpermen's solution](#)

8253.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[rfpermen's solution](#)

8254.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, geometry
[rfpermen's solution](#)

8255.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings
[rfpermen's solution](#)

8256.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math
[rfpermen's solution](#)

8257.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
[rfpermen's solution](#)

8258.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, games, math
[rfpermen's solution](#)

8259.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

8260.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules
[rfpermen's solution](#)

8261.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-11-15 · Kotlin 1.7 (first AC) · Tags: *special, interactive
[rfpermen's solution](#)

8262.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

8263.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2025-11-14 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8264.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-11-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[rfpermen's solution](#)

8265.

2011C

[Split the Expression](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2025-11-06 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8266.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

8267.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2025-10-28 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8268.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2025-10-20 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8269.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-10-18 · Kotlin 1.7 (first AC) · Tags: *special
[rfpermen's solution](#)

8270.

100781I

[iCar](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[rfpermen's solution](#)

8271.

102001B

[Rotating Gear](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[rfpermen's solution](#)

8272.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: *special

[rfpermen's solution](#)

8273.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, interactive

[rfpermen's solution](#)

8274.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8275.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[rfpermen's solution](#)

8276.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[rfpermen's solution](#)

8277.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[rfpermen's solution](#)

8278.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: *special

[rfpermen's solution](#)

8279.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[rfpermen's solution](#)

8280.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[rfpermen's solution](#)

8281.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-03-07 · Text (first AC) · Tags: *special, constructive algorithms

[rfpermen's solution](#)

8282.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, strings
[rfpermen's solution](#)

8283.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, strings
[rfpermen's solution](#)

8284.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

8285.

103149D

[Double Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8286.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math
[rfpermen's solution](#)

8287.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math
[rfpermen's solution](#)

8288.

103148D

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8289.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math
[rfpermen's solution](#)

8290.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees
[rfpermen's solution](#)

8291.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2024-03-03 · UnknownX (first AC) · Tags: *special
[rfpermen's solution](#)

8292.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

8293.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, strings
[rfpermen's solution](#)

8294.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[rfpermen's solution](#)

8295.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

8296.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks
[rfpermen's solution](#)

8297.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, math, number theory
[rfpermen's solution](#)

8298.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8299.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8300.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8301.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8302.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8303.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8304.

1145G

[AI Takeover](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, interactive
[rfpermen's solution](#)

8305.

104230C

[Toy Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8306.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rfpermen's solution](#)

8307.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8308.

104230D

[Chika Wants to Cheat](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8309.

104230B

[Superpiece](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8310.

104230A

[Data Centers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8311.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8312.

104229C

[SocialEngineering](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8313.

104229B

[Lego Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8314.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[rfpermen's solution](#)

8315.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8316.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[rfpermen's solution](#)

8317.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[rfpermen's solution](#)

8318.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-02-12 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[rfpermen's solution](#)

8319.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[rfpermen's solution](#)

8320.

100185E

[Hogwarts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8321.

101801J

[J. Weird Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8322.

104508B

[Bogosort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8323.

104508C

[Communication Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8324.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8325.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8326.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8327.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8328.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8329.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8330.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8331.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8332.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8333.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8334.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8335.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8336.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[rfpermen's solution](#)

8337.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8338.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8339.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8340.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8341.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8342.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8343.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8344.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8345.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8346.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8347.

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8348.

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8349.

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8350.

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8351.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8352.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8353.

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8354.

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8355.

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8356.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8357.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8358.

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8359.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8360.

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8361.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8362.

104493J

[Completely Balanced](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8363.

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8364.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8365.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8366.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8367.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8368.

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8369.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8370.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8371.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8372.

104336H

[Ostovok](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8373.

104336G

[Wall reinforcement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8374.

104336F

[Square between flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8375.

104336E

[Solve problems every day](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8376.

104336D

[Beautiful Roses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8377.

104336C

[Two players, two numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8378.

104336B

[GCD of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8379.

104336A

[Number in the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[rfpermen's solution](#)

8380.

394E

[Lightbulb for Minister](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: — · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rfpermen's solution](#)

8381.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[rfpermen's solution](#)

8382.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rfpermen's solution](#)

8383.

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

8384.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rfpermen's solution](#)

8385.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rfpermen's solution](#)

8386.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

8387.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8388.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[rfpermen's solution](#)

8389.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8390.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8391.

102700A

[Approach](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8392.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8393.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8394.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special

[rfpermen's solution](#)

8395.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[rfpermen's solution](#)

8396.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, bitmasks, data structures, dp

[rfpermen's solution](#)

8397.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[rfpermen's solution](#)

8398.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy

[rfpermen's solution](#)

8399.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, data structures, greedy

[rfpermen's solution](#)

8400.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, hashing

[rfpermen's solution](#)

8401.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, implementation

[rfpermen's solution](#)

8402.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8403.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation, math
[rfpermen's solution](#)

8404.

1297I

[Falling Blocks](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures
[rfpermen's solution](#)

8405.

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp, strings
[rfpermen's solution](#)

8406.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp, math
[rfpermen's solution](#)

8407.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, greedy, implementation, sortings
[rfpermen's solution](#)

8408.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dfs and similar, trees
[rfpermen's solution](#)

8409.

1297D

[Bonus Distribution](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy, sortings
[rfpermen's solution](#)

8410.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, greedy
[rfpermen's solution](#)

8411.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation, sortings
[rfpermen's solution](#)

8412.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation
[rfpermen's solution](#)

8413.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, dp
[rfpermen's solution](#)

8414.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, constructive algorithms

[rfpermen's solution](#)

8415.

1170G

[Graph Decomposition](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, graphs

[rfpermen's solution](#)

8416.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search, greedy

[rfpermen's solution](#)

8417.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, binary search

[rfpermen's solution](#)

8418.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, data structures, implementation

[rfpermen's solution](#)

8419.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation, strings

[rfpermen's solution](#)

8420.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8421.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: *special, math

[rfpermen's solution](#)

8422.

1116D6

[Hessenberg matrix](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8423.

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8424.

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8425.

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8426.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8427.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8428.

1116C3

[`Is the number of ones divisible by 3?' oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8429.

1116C2

[`Is the bit string periodic?' oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8430.

1116B2

[Not A, not B or not C?](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8431.

1116B1

[Distinguish three-qubit states](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8432.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8433.

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8434.

1116A1

[Generate state \$|00\rangle + |01\rangle + |10\rangle\$](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8435.

1356D2

[Quantum Classification - 2](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8436.

1356D1

[Quantum Classification - 1](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8437.

1356C

[Prepare state \$|01'\epsilon + |10'\epsilon + |11'\epsilon\$](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8438.

1356B2

[Decrement](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8439.

1356B1

[Increment](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8440.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8441.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8442.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8443.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8444.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8445.

1357E2

[Root of quantum Fourier transform](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8446.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8447.

1357D5

[Quantum Classification - Dataset 7](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8448.

1357D4

[Quantum Classification - Dataset 6](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8449.

1357D3

[Quantum Classification - Dataset 5](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8450.

1357D2

[Quantum Classification - Dataset 4](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8451.

1357D1

[Quantum Classification - Dataset 3](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8452.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8453.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8454.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8455.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8456.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8457.

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8458.

1357A5

[Distinguish \$R_z\(\cdot\)\$ from \$R_y\(\cdot\)\$](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8459.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8460.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8461.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8462.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2023-03-21 · Q# (first AC) · Tags: *special

[rfpermen's solution](#)

8463.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8464.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8465.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8466.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8467.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8468.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8469.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8470.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8471.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8472.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8473.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8474.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8475.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8476.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8477.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8478.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8479.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8480.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8481.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8482.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8483.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8484.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8485.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8486.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8487.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8488.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8489.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8490.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8491.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8492.

103048K

[K-Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8493.

103048J

[Just the Chosen One](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8494.

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8495.

103048G

[Group QQ Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8496.

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8497.

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8498.

103048C

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8499.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8500.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8501.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8502.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8503.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8504.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8505.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8506.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8507.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8508.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8509.

103048B

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8510.

103048A

[Abstract Algebra](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8511.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8512.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8513.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8514.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8515.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8516.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8517.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8518.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8519.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8520.

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8521.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8522.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8523.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8524.

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8525.

102623M

[MITE](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8526.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8527.

102623K

[K-Shift Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8528.

102623J

[JXC!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8529.

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8530.

102623G

[Gentle Jena](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8531.

102623F

[Fake Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8532.

102623E

[Eight Digital Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8533.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8534.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8535.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8536.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8537.

103811A

[Allowance Exhaustion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · last AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8538.

103811F

[Furthest Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8539.

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8540.

103811J

[Just Skip It](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8541.

103811G

[Gold Medal Bout](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8542.

103811H

[How to Get Rice](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8543.

103811L

[Lockout](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8544.

103811E

[Escape the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8545.

103811D

[Double Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8546.

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8547.

103811I

[Inno Per Gli Sconfitti](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8548.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[rfpermen's solution](#)

8549.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[rfpermen's solution](#)

8550.

103451F

[Krosh and series sum 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8551.

103451G

[Krosh and permutation and expected number](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8552.

103451C

[Krosh and paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8553.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8554.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8555.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8556.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8557.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8558.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8559.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8560.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8561.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8562.

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8563.

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8564.

103743F

[Pockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8565.

103743E

[Playing Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8566.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8567.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8568.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8569.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8570.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8571.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8572.

101801D

[D. Police Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8573.

101510E

[English](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8574.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8575.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8576.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8577.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8578.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8579.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8580.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8581.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8582.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8583.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8584.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8585.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8586.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8587.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8588.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8589.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8590.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8591.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · PyPy 3-64 (first AC) · Tags: —

[rfpermen's solution](#)

8592.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8593.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8594.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8595.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8596.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8597.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · PyPy 3-64 (first AC) · Tags: —

[rfpermen's solution](#)

8598.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8599.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8600.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8601.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8602.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8603.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8604.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8605.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8606.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8607.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[rfpermen's solution](#)

8608.

1531C

[B 8CÄcCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, dp

[rfpermen's solution](#)

8609.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

8610.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

8611.

1531A

[At8CÔ3OT@pcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8612.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rfpermen's solution](#)

8613.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8614.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8615.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8616.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8617.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8618.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8619.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8620.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8621.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8622.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8623.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8624.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8625.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8626.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8627.

undefined411

[Petya the Hero](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8628.

102365D

[Astrodirections](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8629.

102365G

[Infinity Plus One](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8630.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8631.

102365B

[Balanced Fighters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8632.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8633.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8634.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8635.

102279K

[Kostly Cueries](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8636.

102279E

[Elevate To Dominate](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8637.

102279B

[Beggin' For A Node](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8638.

102279C

[Countering Terrorists](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8639.

102279I

[Imitater The Potato](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8640.

102279G

[Get Higher and Higher](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8641.

102279H

[Houston, Are You There?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8642.

102279J

[Jumpity Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8643.

102279L

[Left or Right? How about neither?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8644.

102279D

[Dahlia The Champion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8645.

102279A

[Amsopoly Simple Version](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8646.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[rfpermen's solution](#)

8647.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rfpermen's solution](#)

8648.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rfpermen's solution](#)

8649.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[rfpermen's solution](#)

8650.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[rfpermen's solution](#)

8651.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-02 · last AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8652.

102163E

[Adnan and the Burned drivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8653.

101798H

[Cylindrical Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8654.

101798E

[Forest \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8655.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8656.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8657.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8658.

101917B

[Three Couse Meal](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8659.

101917J

[Luca and Stock](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8660.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8661.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

8662.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rfpermen's solution](#)

8663.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8664.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[rfpermen's solution](#)

8665.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8666.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8667.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · last AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8668.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8669.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8670.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8671.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8672.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8673.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[rfpermen's solution](#)

8674.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: —

[rfpermen's solution](#)

8675.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —

[rfpermen's solution](#)