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Unique solved — riverwalk7

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

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Count: 1,123

- 1.**
2154A
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- 2.**
2147A
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- 3.**
2128A
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- 4.**
2056A
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- 5.**
2055A
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2025A
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- 7.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
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2057A
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- 9.**
2053A
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10.

2043A

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11.

1922A

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12.

1919B

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13.

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14.

1916A

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15.

1912L

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16.

1894A

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17.

1895B

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18.

1895A

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19.

1800A

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20.

1794A

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21.

1891A

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22.

1890B

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23.

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24.

1884A

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25.

1883A

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26.

1802A

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27.

1795A

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28.

1804A

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29.

1807C

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30.

1806A

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31.

1881A

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32.

1807B

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33.

1886A

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34.

104636H

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35.

1877A

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36.

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38.

104636E

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1816A

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40.

1807A

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41.

1798A

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42.

1810B

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1878A

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44.

1878B

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45.

1882A

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46.

1810A

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47.

1879A

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48.

1820A

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49.

1818A

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50.

1873D

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51.

1873C

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52.

1873B

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53.

1873A

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54.

1811A

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55.

1823A

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56.

1870A

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57.

1809A

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58.

1834A

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1822C

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60.

1867A

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61.

1872A

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62.

1866A

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63.

1861A

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64.

1863A

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66.

1822A

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67.

1825A

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68.

1864A

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69.

1862B

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70.

1862A

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71.

1833C

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72.

1833A

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74.

1858A

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75.

1783A

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76.

1859A

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77.

1773F

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78.

1765B

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79.

1764A

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80.

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81.

1839A

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82.

1838A

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83.

1805B

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84.

1805A

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85.

1856A

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86.

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87.

1797A

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88.

1821A

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89.

1750A

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90.

1750B

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91.

1828A

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92.

4A

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93.

1776A

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94.

1840A

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95.

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96.

1837A

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97.

1855A

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98.

1849A

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99.

1851B

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100.

1851A

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101.

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102.

1850B

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103.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[riverwalk7's solution](#)

104.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,545 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[riverwalk7's solution](#)

105.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[riverwalk7's solution](#)

106.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[riverwalk7's solution](#)

107.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[riverwalk7's solution](#)

108.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,048 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[riverwalk7's solution](#)

109.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
[riverwalk7's solution](#)

110.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[riverwalk7's solution](#)

111.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[riverwalk7's solution](#)

112.

1845A

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

Quality: 47,362 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[riverwalk7's solution](#)

113.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
[riverwalk7's solution](#)

114.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[riverwalk7's solution](#)

115.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[riverwalk7's solution](#)

116.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[riverwalk7's solution](#)

117.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[riverwalk7's solution](#)

118.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[riverwalk7's solution](#)

119.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[riverwalk7's solution](#)

120.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

121.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[riverwalk7's solution](#)

122.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[riverwalk7's solution](#)

123.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[riverwalk7's solution](#)

124.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[riverwalk7's solution](#)

125.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[riverwalk7's solution](#)

126.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

127.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

128.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[riverwalk7's solution](#)

129.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

130.

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

131.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

132.

935A

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

Quality: 47,236 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

133.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[riverwalk7's solution](#)

134.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 800 · first AC: 2018-01-15 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

135.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

136.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

137.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory
[riverwalk7's solution](#)

138.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation
[riverwalk7's solution](#)

139.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-13 · GNU C++ (first AC) · Tags: geometry, implementation

[riverwalk7's solution](#)

140.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,093 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

141.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,380 global accepts · Rating: 800 · first AC: 2017-11-22 · GNU C++ (first AC) · Tags: brute force, dp
[riverwalk7's solution](#)

142.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

143.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

144.

822A

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

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: implementation, math, number theory
[riverwalk7's solution](#)

145.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-10-02 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[riverwalk7's solution](#)

146.

867A

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

Quality: 20,632 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

147.

854A

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Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[riverwalk7's solution](#)

148.

851A

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

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

149.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-25 · GNU C++ (first AC) · Tags: games, math
[riverwalk7's solution](#)

150.

831B

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Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-20 · GNU C++ (first AC) · Tags: implementation, strings

[riverwalk7's solution](#)

151.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++ (first AC) · Tags: implementation

[riverwalk7's solution](#)

152.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,145 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, strings

[riverwalk7's solution](#)

153.

791A

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

Quality: 257,246 global accepts · Rating: 800 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: implementation

[riverwalk7's solution](#)

154.

750A

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

Quality: 92,561 global accepts · Rating: 800 · first AC: 2017-01-01 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[riverwalk7's solution](#)

155.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,089 global accepts · Rating: 800 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[riverwalk7's solution](#)

156.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2016-12-27 · GNU C++ (first AC) · Tags: implementation, math

[riverwalk7's solution](#)

157.

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

158.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,882 global accepts · Rating: 900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[riverwalk7's solution](#)

159.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,697 global accepts · Rating: 900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: strings

[riverwalk7's solution](#)

160.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[riverwalk7's solution](#)

161.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

162.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,776 global accepts · Rating: 900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[riverwalk7's solution](#)

163.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[riverwalk7's solution](#)

164.

104636F

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

165.

104636A

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

Rating: 900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

166.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[riverwalk7's solution](#)

167.

1875A

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

Quality: 47,020 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[riverwalk7's solution](#)

168.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,662 global accepts · Rating: 900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[riverwalk7's solution](#)

169.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

170.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

171.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[riverwalk7's solution](#)

172.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

173.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,497 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[riverwalk7's solution](#)

174.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[riverwalk7's solution](#)

175.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[riverwalk7's solution](#)

176.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

177.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[riverwalk7's solution](#)

178.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,313 global accepts · Rating: 900 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

179.

1837B

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

Quality: 50,110 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[riverwalk7's solution](#)

180.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,938 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[riverwalk7's solution](#)

181.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,824 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[riverwalk7's solution](#)

182.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[riverwalk7's solution](#)

183.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,706 global accepts · Rating: 900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[riverwalk7's solution](#)

184.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[riverwalk7's solution](#)

185.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[riverwalk7's solution](#)

186.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

187.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[riverwalk7's solution](#)

188.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[riverwalk7's solution](#)

189.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

190.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

191.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

192.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-29 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

193.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: math
[riverwalk7's solution](#)

194.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[riverwalk7's solution](#)

195.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-10-02 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

196.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

197.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

198.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

199.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-24 · GNU C++ (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

200.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[riverwalk7's solution](#)

201.

2147B

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

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

202.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[riverwalk7's solution](#)

203.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[riverwalk7's solution](#)

204.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[riverwalk7's solution](#)

205.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

206.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[riverwalk7's solution](#)

207.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,188 global accepts · Rating: 1000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[riverwalk7's solution](#)

208.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[riverwalk7's solution](#)

209.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

210.

104636D

[Watering System](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

211.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[riverwalk7's solution](#)

212.

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[riverwalk7's solution](#)

213.

104636B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

214.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[riverwalk7's solution](#)

215.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[riverwalk7's solution](#)

216.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[riverwalk7's solution](#)

217.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

218.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

219.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[riverwalk7's solution](#)

220.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,061 global accepts · Rating: 1000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[riverwalk7's solution](#)

221.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[riverwalk7's solution](#)

222.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,912 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[riverwalk7's solution](#)

223.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[riverwalk7's solution](#)

224.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[riverwalk7's solution](#)

225.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,584 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[riverwalk7's solution](#)

226.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[riverwalk7's solution](#)

227.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

228.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[riverwalk7's solution](#)

229.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[riverwalk7's solution](#)

230.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[riverwalk7's solution](#)

231.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

232.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[riverwalk7's solution](#)

233.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[riverwalk7's solution](#)

234.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

235.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[riverwalk7's solution](#)

236.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[riverwalk7's solution](#)

237.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[riverwalk7's solution](#)

238.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

239.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[riverwalk7's solution](#)

240.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

241.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: brute force, greedy, sortings
[riverwalk7's solution](#)

242.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-29 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

243.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[riverwalk7's solution](#)

244.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation, sortings
[riverwalk7's solution](#)

245.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

246.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

247.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: greedy, implementation, strings
[riverwalk7's solution](#)

248.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-20 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

249.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,988 global accepts · Rating: 1000 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: implementation, math, number theory
[riverwalk7's solution](#)

250.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

251.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,760 global accepts · Rating: 1000 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

252.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-17 · GNU C++ (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

253.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[riverwalk7's solution](#)

254.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,617 global accepts · Rating: 1100 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[riverwalk7's solution](#)

255.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[riverwalk7's solution](#)

256.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,022 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[riverwalk7's solution](#)

257.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[riverwalk7's solution](#)

258.

1807G2

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

Quality: 27,846 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy,

implementation, sortings

[riverwalk7's solution](#)

259.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[riverwalk7's solution](#)

260.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,014 global accepts · Rating: 1100 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[riverwalk7's solution](#)

261.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,172 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

262.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,466 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[riverwalk7's solution](#)

263.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[riverwalk7's solution](#)

264.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[riverwalk7's solution](#)

265.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

266.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[riverwalk7's solution](#)

267.

1863B

[Split Sort](#) · [Tutorial](#)

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

[riverwalk7's solution](#)

268.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[riverwalk7's solution](#)

269.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[riverwalk7's solution](#)

270.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[riverwalk7's solution](#)

271.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[riverwalk7's solution](#)

272.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

273.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

274.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[riverwalk7's solution](#)

275.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[riverwalk7's solution](#)

276.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[riverwalk7's solution](#)

277.

1850E

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

Quality: 35,004 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[riverwalk7's solution](#)

278.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[riverwalk7's solution](#)

279.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[riverwalk7's solution](#)

280.

1842B

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

Quality: 25,542 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[riverwalk7's solution](#)

281.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,500 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[riverwalk7's solution](#)

282.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[riverwalk7's solution](#)

283.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[riverwalk7's solution](#)

284.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

285.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[riverwalk7's solution](#)

286.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

287.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[riverwalk7's solution](#)

288.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[riverwalk7's solution](#)

289.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: implementation

[riverwalk7's solution](#)

290.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

291.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-22 · GNU C++ (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

292.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

293.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: math
[riverwalk7's solution](#)

294.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: geometry
[riverwalk7's solution](#)

295.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: implementation, sortings
[riverwalk7's solution](#)

296.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

297.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: implementation, math, number theory
[riverwalk7's solution](#)

298.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

299.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[riverwalk7's solution](#)

300.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[riverwalk7's solution](#)

301.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[riverwalk7's solution](#)

302.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[riverwalk7's solution](#)

303.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[riverwalk7's solution](#)

304.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,349 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[riverwalk7's solution](#)

305.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[riverwalk7's solution](#)

306.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[riverwalk7's solution](#)

307.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

308.

1808B

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

Quality: 29,671 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[riverwalk7's solution](#)

309.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[riverwalk7's solution](#)

310.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

311.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[riverwalk7's solution](#)

312.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[riverwalk7's solution](#)

313.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings
[riverwalk7's solution](#)

314.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,835 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[riverwalk7's solution](#)

315.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[riverwalk7's solution](#)

316.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[riverwalk7's solution](#)

317.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[riverwalk7's solution](#)

318.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[riverwalk7's solution](#)

319.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,412 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[riverwalk7's solution](#)

320.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

321.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[riverwalk7's solution](#)

322.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[riverwalk7's solution](#)

323.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[riverwalk7's solution](#)

324.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[riverwalk7's solution](#)

325.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[riverwalk7's solution](#)

326.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[riverwalk7's solution](#)

327.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[riverwalk7's solution](#)

328.

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

[riverwalk7's solution](#)

329.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[riverwalk7's solution](#)

330.

1097B

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

Quality: 35,962 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[riverwalk7's solution](#)

331.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[riverwalk7's solution](#)

332.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

333.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[riverwalk7's solution](#)

334.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2018-01-15 · GNU C++ (first AC) · Tags: geometry, math
[riverwalk7's solution](#)

335.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[riverwalk7's solution](#)

336.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

337.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[riverwalk7's solution](#)

338.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy
[riverwalk7's solution](#)

339.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-13 · GNU C++ (first AC) · Tags: greedy, implementation
[riverwalk7's solution](#)

340.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: greedy
[riverwalk7's solution](#)

341.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

342.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: brute force, math
[riverwalk7's solution](#)

343.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: brute force, two pointers
[riverwalk7's solution](#)

344.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: constructive algorithms, math
[riverwalk7's solution](#)

345.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: greedy, sortings
[riverwalk7's solution](#)

346.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

347.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry
[riverwalk7's solution](#)

348.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[riverwalk7's solution](#)

349.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[riverwalk7's solution](#)

350.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[riverwalk7's solution](#)

351.

1794C

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

Quality: 22,086 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[riverwalk7's solution](#)

352.

1890C

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

Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[riverwalk7's solution](#)

353.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[riverwalk7's solution](#)

354.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[riverwalk7's solution](#)

355.

1881D

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

Quality: 28,442 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

356.

1816C

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

Rating: 1300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[riverwalk7's solution](#)

357.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[riverwalk7's solution](#)

358.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[riverwalk7's solution](#)

359.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[riverwalk7's solution](#)

360.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[riverwalk7's solution](#)

361.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,704 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[riverwalk7's solution](#)

362.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[riverwalk7's solution](#)

363.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[riverwalk7's solution](#)

364.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[riverwalk7's solution](#)

365.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[riverwalk7's solution](#)

366.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[riverwalk7's solution](#)

367.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,323 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[riverwalk7's solution](#)

368.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

369.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[riverwalk7's solution](#)

370.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[riverwalk7's solution](#)

371.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[riverwalk7's solution](#)

372.

1850F

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

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[riverwalk7's solution](#)

373.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[riverwalk7's solution](#)

374.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[riverwalk7's solution](#)

375.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[riverwalk7's solution](#)

376.

1591C

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

Rating: 1300 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

377.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[riverwalk7's solution](#)

378.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[riverwalk7's solution](#)

379.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —
[riverwalk7's solution](#)

380.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

381.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riverwalk7's solution](#)

382.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

383.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1300 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory
[riverwalk7's solution](#)

384.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

385.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-13 · GNU C++ (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

386.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: brute force

[riverwalk7's solution](#)

387.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,273 global accepts · Rating: 1300 · first AC: 2017-11-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[riverwalk7's solution](#)

388.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: implementation, math, number theory

[riverwalk7's solution](#)

389.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[riverwalk7's solution](#)

390.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,879 global accepts · Rating: 1300 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: data structures, implementation, math

[riverwalk7's solution](#)

391.

862B

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

Quality: 25,653 global accepts · Rating: 1300 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[riverwalk7's solution](#)

392.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: combinatorics, math

[riverwalk7's solution](#)

393.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-07-02 · GNU C++ (first AC) · Tags: brute force, math

[riverwalk7's solution](#)

394.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-24 · GNU C++ (first AC) · Tags: greedy, sortings

[riverwalk7's solution](#)

395.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-01 · GNU C++ (first AC) · Tags: geometry, implementation

[riverwalk7's solution](#)

396.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[riverwalk7's solution](#)

397.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[riverwalk7's solution](#)

398.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[riverwalk7's solution](#)

399.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[riverwalk7's solution](#)

400.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[riverwalk7's solution](#)

401.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[riverwalk7's solution](#)

402.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[riverwalk7's solution](#)

403.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[riverwalk7's solution](#)

404.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[riverwalk7's solution](#)

405.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[riverwalk7's solution](#)

406.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,968 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[riverwalk7's solution](#)

407.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[riverwalk7's solution](#)

408.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[riverwalk7's solution](#)

409.

1831C

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

Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[riverwalk7's solution](#)

410.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[riverwalk7's solution](#)

411.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[riverwalk7's solution](#)

412.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[riverwalk7's solution](#)

413.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[riverwalk7's solution](#)

414.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[riverwalk7's solution](#)

415.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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416.

1840D

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Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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417.

1837D

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Quality: 21,977 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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418.

1855C1

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Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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419.

1845C

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420.

1844D

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Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
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421.

1847C

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Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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422.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
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423.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[riverwalk7's solution](#)

424.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[riverwalk7's solution](#)

425.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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426.

1097C

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427.

920C

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428.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation
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429.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
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430.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[riverwalk7's solution](#)

431.

868B

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Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: implementation
[riverwalk7's solution](#)

432.

867B

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Rating: 1400 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[riverwalk7's solution](#)

433.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: geometry, math
[riverwalk7's solution](#)

434.

843A

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Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[riverwalk7's solution](#)

435.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,518 global accepts · Rating: 1400 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: dp, greedy, implementation
[riverwalk7's solution](#)

436.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: implementation

[riverwalk7's solution](#)

437.

803A

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Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

438.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

439.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[riverwalk7's solution](#)

440.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,750 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[riverwalk7's solution](#)

441.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[riverwalk7's solution](#)

442.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[riverwalk7's solution](#)

443.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[riverwalk7's solution](#)

444.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[riverwalk7's solution](#)

445.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[riverwalk7's solution](#)

446.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[riverwalk7's solution](#)

447.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[riverwalk7's solution](#)

448.

1877D

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

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

[riverwalk7's solution](#)

449.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[riverwalk7's solution](#)

450.

1818C

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

Rating: 1500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[riverwalk7's solution](#)

451.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[riverwalk7's solution](#)

452.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[riverwalk7's solution](#)

453.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[riverwalk7's solution](#)

454.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[riverwalk7's solution](#)

455.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[riverwalk7's solution](#)

456.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[riverwalk7's solution](#)

457.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[riverwalk7's solution](#)

458.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[riverwalk7's solution](#)

459.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[riverwalk7's solution](#)

460.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[riverwalk7's solution](#)

461.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[riverwalk7's solution](#)

462.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[riverwalk7's solution](#)

463.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[riverwalk7's solution](#)

464.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,760 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[riverwalk7's solution](#)

465.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[riverwalk7's solution](#)

466.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[riverwalk7's solution](#)

467.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[riverwalk7's solution](#)

468.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[riverwalk7's solution](#)

469.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[riverwalk7's solution](#)

470.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[riverwalk7's solution](#)

471.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-13 · GNU C++ (first AC) · Tags: dp, implementation
[riverwalk7's solution](#)

472.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[riverwalk7's solution](#)

473.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: greedy, implementation, math
[riverwalk7's solution](#)

474.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math
[riverwalk7's solution](#)

475.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, greedy, sortings
[riverwalk7's solution](#)

476.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: brute force, implementation
[riverwalk7's solution](#)

477.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-08 · GNU C++ (first AC) · Tags: greedy
[riverwalk7's solution](#)

478.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[riverwalk7's solution](#)

479.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: brute force, math, number theory
[riverwalk7's solution](#)

480.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers
[riverwalk7's solution](#)

481.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-27 · GNU C++ (first AC) · Tags: implementation, strings
[riverwalk7's solution](#)

482.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[riverwalk7's solution](#)

483.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[riverwalk7's solution](#)

484.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[riverwalk7's solution](#)

485.

1802C

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

Rating: 1600 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[riverwalk7's solution](#)

486.

1795D

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

Quality: 13,075 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[riverwalk7's solution](#)

487.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[riverwalk7's solution](#)

488.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[riverwalk7's solution](#)

489.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[riverwalk7's solution](#)

490.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[riverwalk7's solution](#)

491.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[riverwalk7's solution](#)

492.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[riverwalk7's solution](#)

493.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[riverwalk7's solution](#)

494.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[riverwalk7's solution](#)

495.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[riverwalk7's solution](#)

496.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[riverwalk7's solution](#)

497.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[riverwalk7's solution](#)

498.

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[riverwalk7's solution](#)

499.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[riverwalk7's solution](#)

500.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[riverwalk7's solution](#)

501.

1098A

[Sum in the tree](#) · [Tutorial](#)

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

[riverwalk7's solution](#)

502.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[riverwalk7's solution](#)

503.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[riverwalk7's solution](#)

504.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[riverwalk7's solution](#)

505.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[riverwalk7's solution](#)

506.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[riverwalk7's solution](#)

507.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[riverwalk7's solution](#)

508.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[riverwalk7's solution](#)

509.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: bitmasks, implementation, strings
[riverwalk7's solution](#)

510.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-13 · GNU C++ (first AC) · Tags: greedy, two pointers
[riverwalk7's solution](#)

511.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-11 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[riverwalk7's solution](#)

512.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

513.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[riverwalk7's solution](#)

514.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu
[riverwalk7's solution](#)

515.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dfs and similar, math
[riverwalk7's solution](#)

516.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: dp, two pointers
[riverwalk7's solution](#)

517.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-01 · GNU C++ (first AC) · Tags: binary search, greedy, math
[riverwalk7's solution](#)

518.

656B

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519.

409A

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290C

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521.

2159A

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523.

2053D

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1916D

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525.

1893B

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526.

1890D

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1884C

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1883E

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1881F

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535.

1869D1

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1829H

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1770C

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1750D

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1846E2

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913D

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894B

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863C

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846B

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611.

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613.

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614.

2154D

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615.

2128E1

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616.

2053E

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617.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[riverwalk7's solution](#)

618.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[riverwalk7's solution](#)

619.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[riverwalk7's solution](#)

620.

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[riverwalk7's solution](#)

621.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[riverwalk7's solution](#)

622.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[riverwalk7's solution](#)

623.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[riverwalk7's solution](#)

624.

1883G2

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

Quality: 6,742 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[riverwalk7's solution](#)

625.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[riverwalk7's solution](#)

626.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[riverwalk7's solution](#)

627.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[riverwalk7's solution](#)

628.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[riverwalk7's solution](#)

629.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[riverwalk7's solution](#)

630.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[riverwalk7's solution](#)

631.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[riverwalk7's solution](#)

632.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

633.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[riverwalk7's solution](#)

634.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[riverwalk7's solution](#)

635.

1855C2

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

Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

636.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[riverwalk7's solution](#)

637.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[riverwalk7's solution](#)

638.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[riverwalk7's solution](#)

639.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[riverwalk7's solution](#)

640.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[riverwalk7's solution](#)

641.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[riverwalk7's solution](#)

642.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[riverwalk7's solution](#)

643.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[riverwalk7's solution](#)

644.

909E

[Coprocesor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, greedy

[riverwalk7's solution](#)

645.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[riverwalk7's solution](#)

646.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-24 · GNU C++ (first AC) · Tags: constructive algorithms, math

[riverwalk7's solution](#)

647.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[riverwalk7's solution](#)

648.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, ternary search

[riverwalk7's solution](#)

649.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

650.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: binary search, greedy

[riverwalk7's solution](#)

651.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[riverwalk7's solution](#)

652.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: bitmasks, trees

[riverwalk7's solution](#)

653.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2025-11-22 · Haskell (first AC) · Tags: *special

[riverwalk7's solution](#)

654.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[riverwalk7's solution](#)

655.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[riverwalk7's solution](#)

656.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[riverwalk7's solution](#)

657.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[riverwalk7's solution](#)

658.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[riverwalk7's solution](#)

659.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[riverwalk7's solution](#)

660.

1890E1

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

Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[riverwalk7's solution](#)

661.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[riverwalk7's solution](#)

662.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[riverwalk7's solution](#)

663.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[riverwalk7's solution](#)

664.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[riverwalk7's solution](#)

665.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[riverwalk7's solution](#)

666.

1831D

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

Rating: 2000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[riverwalk7's solution](#)

667.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[riverwalk7's solution](#)

668.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[riverwalk7's solution](#)

669.

1828D1

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

Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[riverwalk7's solution](#)

670.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-26 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[riverwalk7's solution](#)

671.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[riverwalk7's solution](#)

672.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[riverwalk7's solution](#)

673.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

math, sortings

[riverwalk7's solution](#)

674.

1229B

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

Quality: 2000 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[riverwalk7's solution](#)

675.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[riverwalk7's solution](#)

676.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[riverwalk7's solution](#)

677.

933B

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

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[riverwalk7's solution](#)

678.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[riverwalk7's solution](#)

679.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[riverwalk7's solution](#)

680.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[riverwalk7's solution](#)

681.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[riverwalk7's solution](#)

682.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-28 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[riverwalk7's solution](#)

683.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[riverwalk7's solution](#)

684.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: dp, sortings

[riverwalk7's solution](#)

685.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: binary search, divide and conquer, interactive

[riverwalk7's solution](#)

686.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-09-01 · GNU C++ (first AC) · Tags: brute force, interactive, probabilities

[riverwalk7's solution](#)

687.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory

[riverwalk7's solution](#)

688.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: dp, graphs

[riverwalk7's solution](#)

689.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[riverwalk7's solution](#)

690.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[riverwalk7's solution](#)

691.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[riverwalk7's solution](#)

692.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[riverwalk7's solution](#)

693.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[riverwalk7's solution](#)

694.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[riverwalk7's solution](#)

695.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[riverwalk7's solution](#)

696.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[riverwalk7's solution](#)

697.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[riverwalk7's solution](#)

698.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[riverwalk7's solution](#)

699.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[riverwalk7's solution](#)

700.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[riverwalk7's solution](#)

701.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[riverwalk7's solution](#)

702.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[riverwalk7's solution](#)

703.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[riverwalk7's solution](#)

704.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[riverwalk7's solution](#)

705.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings
[riverwalk7's solution](#)

706.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[riverwalk7's solution](#)

707.

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
[riverwalk7's solution](#)

708.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[riverwalk7's solution](#)

709.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[riverwalk7's solution](#)

710.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[riverwalk7's solution](#)

711.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[riverwalk7's solution](#)

712.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[riverwalk7's solution](#)

713.

960D

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

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees
[riverwalk7's solution](#)

714.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[riverwalk7's solution](#)

715.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[riverwalk7's solution](#)

716.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[riverwalk7's solution](#)

717.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-07 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[riverwalk7's solution](#)

718.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[riverwalk7's solution](#)

719.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · GNU C++ (first AC) · Tags: combinatorics, math, strings

[riverwalk7's solution](#)

720.

850B

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

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation, number theory

[riverwalk7's solution](#)

721.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[riverwalk7's solution](#)

722.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: data structures

[riverwalk7's solution](#)

723.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[riverwalk7's solution](#)

724.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2016-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[riverwalk7's solution](#)

725.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[riverwalk7's solution](#)

726.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[riverwalk7's solution](#)

727.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[riverwalk7's solution](#)

728.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[riverwalk7's solution](#)

729.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[riverwalk7's solution](#)

730.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[riverwalk7's solution](#)

731.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[riverwalk7's solution](#)

732.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[riverwalk7's solution](#)

733.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[riverwalk7's solution](#)

734.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[riverwalk7's solution](#)

735.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy,

implementation

[riverwalk7's solution](#)

736.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[riverwalk7's solution](#)

737.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[riverwalk7's solution](#)

738.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[riverwalk7's solution](#)

739.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[riverwalk7's solution](#)

740.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[riverwalk7's solution](#)

741.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[riverwalk7's solution](#)

742.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[riverwalk7's solution](#)

743.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[riverwalk7's solution](#)

744.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[riverwalk7's solution](#)

745.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[riverwalk7's solution](#)

746.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[riverwalk7's solution](#)

747.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[riverwalk7's solution](#)

748.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[riverwalk7's solution](#)

749.

802D2

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

Quality: 332 global accepts · Rating: 2200 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[riverwalk7's solution](#)

750.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[riverwalk7's solution](#)

751.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: brute force, data structures, trees

[riverwalk7's solution](#)

752.

907D

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

Rating: 2200 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: constructive algorithms

[riverwalk7's solution](#)

753.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: dp, math, probabilities

[riverwalk7's solution](#)

754.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: data structures, math

[riverwalk7's solution](#)

755.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[riverwalk7's solution](#)

756.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, greedy

[riverwalk7's solution](#)

757.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[riverwalk7's solution](#)

758.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[riverwalk7's solution](#)

759.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[riverwalk7's solution](#)

760.

1875F

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

Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[riverwalk7's solution](#)

761.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[riverwalk7's solution](#)

762.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[riverwalk7's solution](#)

763.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[riverwalk7's solution](#)

764.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[riverwalk7's solution](#)

765.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[riverwalk7's solution](#)

766.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[riverwalk7's solution](#)

767.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[riverwalk7's solution](#)

768.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[riverwalk7's solution](#)

769.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[riverwalk7's solution](#)

770.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[riverwalk7's solution](#)

771.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-07-14 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[riverwalk7's solution](#)

772.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[riverwalk7's solution](#)

773.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[riverwalk7's solution](#)

774.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[riverwalk7's solution](#)

775.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[riverwalk7's solution](#)

776.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[riverwalk7's solution](#)

777.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[riverwalk7's solution](#)

778.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[riverwalk7's solution](#)

779.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[riverwalk7's solution](#)

780.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-01-02 · GNU C++ (first AC) · Tags: data structures, trees

[riverwalk7's solution](#)

781.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-27 · GNU C++ (first AC) · Tags: data structures, probabilities

[riverwalk7's solution](#)

782.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: binary search, dp, greedy, ternary search

[riverwalk7's solution](#)

783.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: data structures

[riverwalk7's solution](#)

784.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[riverwalk7's solution](#)

785.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[riverwalk7's solution](#)

786.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[riverwalk7's solution](#)

787.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
[riverwalk7's solution](#)

788.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[riverwalk7's solution](#)

789.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[riverwalk7's solution](#)

790.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[riverwalk7's solution](#)

791.

1875E

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

Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[riverwalk7's solution](#)

792.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[riverwalk7's solution](#)

793.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[riverwalk7's solution](#)

794.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[riverwalk7's solution](#)

795.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[riverwalk7's solution](#)

796.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[riverwalk7's solution](#)

797.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[riverwalk7's solution](#)

798.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[riverwalk7's solution](#)

799.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[riverwalk7's solution](#)

800.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[riverwalk7's solution](#)

801.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-07-14 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[riverwalk7's solution](#)

802.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[riverwalk7's solution](#)

803.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[riverwalk7's solution](#)

804.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[riverwalk7's solution](#)

805.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[riverwalk7's solution](#)

806.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[riverwalk7's solution](#)

807.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[riverwalk7's solution](#)

808.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[riverwalk7's solution](#)

809.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[riverwalk7's solution](#)

810.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[riverwalk7's solution](#)

811.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[riverwalk7's solution](#)

812.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[riverwalk7's solution](#)

813.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[riverwalk7's solution](#)

814.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[riverwalk7's solution](#)

815.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[riverwalk7's solution](#)

816.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[riverwalk7's solution](#)

817.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-27 · GNU C++ (first AC) · Tags: data structures, trees
[riverwalk7's solution](#)

818.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[riverwalk7's solution](#)

819.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees
[riverwalk7's solution](#)

820.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2018-01-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing
[riverwalk7's solution](#)

821.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[riverwalk7's solution](#)

822.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[riverwalk7's solution](#)

823.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[riverwalk7's solution](#)

824.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[riverwalk7's solution](#)

825.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[riverwalk7's solution](#)

826.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[riverwalk7's solution](#)

827.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[riverwalk7's solution](#)

828.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[riverwalk7's solution](#)

829.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[riverwalk7's solution](#)

830.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[riverwalk7's solution](#)

831.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[riverwalk7's solution](#)

832.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[riverwalk7's solution](#)

833.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[riverwalk7's solution](#)

834.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[riverwalk7's solution](#)

835.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[riverwalk7's solution](#)

836.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[riverwalk7's solution](#)

837.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[riverwalk7's solution](#)

838.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[riverwalk7's solution](#)

839.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[riverwalk7's solution](#)

840.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[riverwalk7's solution](#)

841.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[riverwalk7's solution](#)

842.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[riverwalk7's solution](#)

843.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[riverwalk7's solution](#)

844.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[riverwalk7's solution](#)

845.

912C

[Perun, UIt!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[riverwalk7's solution](#)

846.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[riverwalk7's solution](#)

847.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: constructive algorithms
[riverwalk7's solution](#)

848.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[riverwalk7's solution](#)

849.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[riverwalk7's solution](#)

850.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
[riverwalk7's solution](#)

851.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[riverwalk7's solution](#)

852.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[riverwalk7's solution](#)

853.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[riverwalk7's solution](#)

854.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[riverwalk7's solution](#)

855.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[riverwalk7's solution](#)

856.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
[riverwalk7's solution](#)

857.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[riverwalk7's solution](#)

858.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[riverwalk7's solution](#)

859.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[riverwalk7's solution](#)

860.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[riverwalk7's solution](#)

861.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[riverwalk7's solution](#)

862.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[riverwalk7's solution](#)

863.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[riverwalk7's solution](#)

864.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-05 · last AC: 2017-06-05 · GNU C++ (first AC) · Tags: dp, flows

[riverwalk7's solution](#)

865.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: graphs

[riverwalk7's solution](#)

866.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-24 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[riverwalk7's solution](#)

867.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-24 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp
[riverwalk7's solution](#)

868.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[riverwalk7's solution](#)

869.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[riverwalk7's solution](#)

870.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[riverwalk7's solution](#)

871.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[riverwalk7's solution](#)

872.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[riverwalk7's solution](#)

873.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[riverwalk7's solution](#)

874.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[riverwalk7's solution](#)

875.

1818F

[Toy Machine](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[riverwalk7's solution](#)

876.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[riverwalk7's solution](#)

877.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[riverwalk7's solution](#)

878.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[riverwalk7's solution](#)

879.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[riverwalk7's solution](#)

880.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[riverwalk7's solution](#)

881.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[riverwalk7's solution](#)

882.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2018-01-08 · last AC: 2018-01-27 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[riverwalk7's solution](#)

883.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[riverwalk7's solution](#)

884.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[riverwalk7's solution](#)

885.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[riverwalk7's solution](#)

886.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[riverwalk7's solution](#)

887.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[riverwalk7's solution](#)

888.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[riverwalk7's solution](#)

889.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[riverwalk7's solution](#)

890.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-19 · last AC: 2018-01-18 · GNU C++ (first AC) · Tags: math

[riverwalk7's solution](#)

891.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2018-01-11 · GNU C++ (first AC) · Tags: binary search, geometry, sortings

[riverwalk7's solution](#)

892.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[riverwalk7's solution](#)

893.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[riverwalk7's solution](#)

894.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[riverwalk7's solution](#)

895.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[riverwalk7's solution](#)

896.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[riverwalk7's solution](#)

897.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[riverwalk7's solution](#)

898.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-02-23 · last AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[riverwalk7's solution](#)

899.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[riverwalk7's solution](#)

900.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[riverwalk7's solution](#)

901.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[riverwalk7's solution](#)

902.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[riverwalk7's solution](#)

903.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[riverwalk7's solution](#)

904.

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[riverwalk7's solution](#)

905.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[riverwalk7's solution](#)

906.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[riverwalk7's solution](#)

907.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[riverwalk7's solution](#)

908.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[riverwalk7's solution](#)

909.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities
[riverwalk7's solution](#)

910.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[riverwalk7's solution](#)

911.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[riverwalk7's solution](#)

912.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[riverwalk7's solution](#)

913.

865F

[Egg Roulette](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, math, meet-in-the-middle
[riverwalk7's solution](#)

914.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[riverwalk7's solution](#)

915.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[riverwalk7's solution](#)

916.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-02 · Python 2 (first AC) · Tags: *special, graph matchings, implementation
[riverwalk7's solution](#)

917.

104677F

[Etopika](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

918.

104702B2

[Matrygons B2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

919.

104702B1

[Matrygons B1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

920.

104702A1

[Minimum Sort A1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

921.

104678D

[Basic examination](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

922.

104678A

[Ornament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

923.

104677D

[Chase The Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

924.

104677C

[Darcy Parties](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

925.

104677B

[War on Two Fronts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

926.

104677A

[Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

927.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

928.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

929.

104666G

[Light Emitting Hinderburg](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

930.

104670A

[Antenna Analysis](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

931.

104668L

[Game of Stones](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

932.

104668C

[Clockwork Jjange](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

933.

104668J

[Matrice](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

934.

104668I

[The Silence of the Lamps](#) · Tutorial

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

935.

104670G

[Grazed Grains](#) · Tutorial

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

936.

104670L

[Locust Locus](#) · Tutorial

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

937.

104670K

[Knot Knowledge](#) · Tutorial

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

938.

104670J

[Joint Jog Jam](#) · Tutorial

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

939.

104454H

[Brass Birmingham: roads](#) · Tutorial

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

940.

104619I

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

941.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

942.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

943.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

944.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

945.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

946.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

947.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

948.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

949.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

950.

104453C

[A 8D\\$>C\\$KCR >C65D 0Dd8C€](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

951.

104453A

[A to C](#) · [AC](#) · [KCR GC](#) · [AC](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

952.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

953.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

954.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

955.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

956.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

957.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

958.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

959.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

960.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

961.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

962.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

963.

104545I

[Initial Ideas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

964.

104545F

[Fierce election](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

965.

104545D

[Divine Music](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

966.

104545E

[Enigma of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

967.

104545C

[Coffee Break](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

968.

104545G

[Gusteseu and Maynotauro](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

969.

104545B

[Balloon Quantum Popping](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

970.

104545J

[Joyful Feast of the Gods](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

971.

104545H

[Hero Morethor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

972.

104545A

[Agorabusiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

973.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

974.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

975.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

976.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

977.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

978.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

979.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

980.

104535911.G

[Square Sum on Segment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

981.

104535911.J

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

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

982.

104535911.I

[GTA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

983.

104535911.H

[Express Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

984.

104535911.B

[We Love Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

985.

104535911.F

[City Day of Izhevsk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

986.

104535911.A

[Secret Object X-0619](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

987.

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

988.

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

989.

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

990.

104531E

[A Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

991.

104531H

[coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

992.

104531B

[a math problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

993.

104536G

[Count the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

994.

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

995.

104536F

[Minimize the Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

996.

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

997.

104536B

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

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

998.

104536C

[Maximum GCD Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

999.

104536A

[XOR Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1000.

104521D

[Allen's Xor\(z\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1001.

104521E

[Cascading Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1002.

104521B

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1003.

104521A

[World's Hardest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1004.

104520D

[Yet Another Math Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1005.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1006.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1007.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1008.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1009.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1010.

104518I

[Username](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1011.

104518G

[Beautiful Crown](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1012.

104518J

[The Final Reckoning](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1013.

104518L

[Experiment F129](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1014.

104518F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1015.

104518D

[Skywars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1016.

104518C

[Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1017.

104518B

[Potato War 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1018.

104518A

[Sum of Odds](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1019.

104511G

[Taking Breaks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1020.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1021.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1022.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1023.

104508C

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

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1024.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1025.

104511F

[Love at Cafe Liebe \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1026.

104511E

[Awesome Hack for Free GPA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1027.

104511D

[Hillington](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1028.

104511B

[Bessie's Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1029.

104511C

[Tree Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1030.

104511A

[Chunky Turnip Fan Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1031.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1032.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1033.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1034.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1035.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1036.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1037.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1038.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1039.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1040.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1041.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1042.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1043.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1044.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1045.

104454J

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

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1046.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1047.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1048.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1049.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1050.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1051.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1052.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1053.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1054.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1055.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1056.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1057.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1058.

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1059.

104466A

[Adolescent Architecture 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1060.

104466H

[Highway Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1061.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1062.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1063.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1064.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1065.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1066.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1067.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1068.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1069.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1070.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1071.

103214A

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1072.

103214E

[Objetos](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1073.

103214B

[Scrabble](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1074.

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1075.

103218C

[Organigramas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1076.

103218E

[Rompepuertas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1077.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1078.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1079.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1080.

104502E

[Binary Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1081.

104502A

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

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1082.

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1083.

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1084.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1085.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1086.

104493J

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

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1087.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1088.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1089.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1090.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1091.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1092.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[riverwalk7's solution](#)

1093.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1094.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[riverwalk7's solution](#)

1095.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[riverwalk7's solution](#)

1096.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2023-07-14 · Text (first AC) · Tags: *special, expression parsing, trees

[riverwalk7's solution](#)

1097.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1098.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[riverwalk7's solution](#)

1099.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1100.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1101.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1102.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1103.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1104.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1105.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1106.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1107.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1108.

100453E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1109.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1110.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1111.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1112.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1113.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1114.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1115.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[riverwalk7's solution](#)

1116.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1117.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1118.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1119.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1120.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[riverwalk7's solution](#)

1121.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: —
[riverwalk7's solution](#)

1122.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: —
[riverwalk7's solution](#)

1123.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · GNU C++ (first AC) · Tags: —
[riverwalk7's solution](#)