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Unique solved — sadovan

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

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

Filters: none

Count: 553

1.

1916A

[2023](#) · [Tutorial](#)

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

[sadovan's solution](#)

2.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sadovan's solution](#)

3.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[sadovan's solution](#)

4.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[sadovan's solution](#)

5.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadovan's solution](#)

6.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[sadovan's solution](#)

7.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[sadovan's solution](#)

8.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[sadovan's solution](#)

9.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sadovan's solution](#)

10.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sadvan's solution](#)

11.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[sadvan's solution](#)

12.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sadvan's solution](#)

13.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sadvan's solution](#)

14.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[sadvan's solution](#)

15.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sadvan's solution](#)

16.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadvan's solution](#)

17.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,445 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadvan's solution](#)

18.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sadvan's solution](#)

19.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sadvan's solution](#)

20.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sadvan's solution](#)

21.

908A

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

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

22.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: implementation
[sadovan's solution](#)

23.

851A

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

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: implementation, math
[sadovan's solution](#)

24.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[sadovan's solution](#)

25.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: brute force, implementation
[sadovan's solution](#)

26.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[sadovan's solution](#)

27.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sadovan's solution](#)

28.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

29.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[sadovan's solution](#)

30.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[sadovan's solution](#)

31.

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[sadovan's solution](#)

32.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[sadvan's solution](#)

33.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[sadvan's solution](#)

34.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sadvan's solution](#)

35.

914A

[Perfect Squares](#) · [Tutorial](#)

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

36.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[sadvan's solution](#)

37.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[sadvan's solution](#)

38.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math
[sadvan's solution](#)

39.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,247 global accepts · Rating: 900 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: implementation, sortings
[sadvan's solution](#)

40.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: implementation, math
[sadvan's solution](#)

41.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[sadvan's solution](#)

42.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[sadvan's solution](#)

43.

1782B

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

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

[sadvan's solution](#)

44.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sadvan's solution](#)

45.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[sadvan's solution](#)

46.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sadvan's solution](#)

47.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sadvan's solution](#)

48.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadvan's solution](#)

49.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sadvan's solution](#)

50.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[sadvan's solution](#)

51.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[sadvan's solution](#)

52.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadvan's solution](#)

53.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sadvan's solution](#)

54.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[sadovan's solution](#)

55.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sadovan's solution](#)

56.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadovan's solution](#)

57.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[sadovan's solution](#)

58.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sadovan's solution](#)

59.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-09-14 · GNU C++ (first AC) · Tags: implementation, sortings
[sadovan's solution](#)

60.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[sadovan's solution](#)

61.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[sadovan's solution](#)

62.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

63.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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64.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
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65.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadvan's solution](#)

66.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[sadvan's solution](#)

67.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[sadvan's solution](#)

68.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[sadvan's solution](#)

69.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[sadvan's solution](#)

70.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[sadvan's solution](#)

71.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, strings
[sadvan's solution](#)

72.

914B

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

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

73.

908B

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

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

74.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[sadvan's solution](#)

75.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sadovan's solution](#)

76.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sadovan's solution](#)

77.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[sadovan's solution](#)

78.

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, math

[sadovan's solution](#)

79.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: implementation, sortings

[sadovan's solution](#)

80.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[sadovan's solution](#)

81.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[sadovan's solution](#)

82.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[sadovan's solution](#)

83.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[sadovan's solution](#)

84.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[sadovan's solution](#)

85.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sadovan's solution](#)

86.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadovan's solution](#)

87.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[sadovan's solution](#)

88.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sadovan's solution](#)

89.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[sadovan's solution](#)

90.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sadovan's solution](#)

91.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[sadovan's solution](#)

92.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sadovan's solution](#)

93.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[sadovan's solution](#)

94.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[sadovan's solution](#)

95.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[sadovan's solution](#)

96.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: greedy, sortings

[sadovan's solution](#)

97.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[sadovan's solution](#)

98.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[sadovan's solution](#)

99.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[sadovan's solution](#)

100.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sadovan's solution](#)

101.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sadovan's solution](#)

102.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[sadovan's solution](#)

103.

929A

[A to C](#) · [Tutorial](#)

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

104.

928B

[Chat](#) · [Tutorial](#)

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

105.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[sadovan's solution](#)

106.

867B

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

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

107.

851B

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

Quality: 5,889 global accepts · Rating: 1400 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: geometry, math

[sadvan's solution](#)

108.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[sadvan's solution](#)

109.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[sadvan's solution](#)

110.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[sadvan's solution](#)

111.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[sadvan's solution](#)

112.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[sadvan's solution](#)

113.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sadvan's solution](#)

114.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[sadvan's solution](#)

115.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sadvan's solution](#)

116.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadvan's solution](#)

117.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, implementation, math, sortings, two pointers

[sadvan's solution](#)

118.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sadvan's solution](#)

119.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sadvan's solution](#)

120.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sadvan's solution](#)

121.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[sadvan's solution](#)

122.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[sadvan's solution](#)

123.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[sadvan's solution](#)

124.

944C

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

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[sadvan's solution](#)

125.

908C

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

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

[sadvan's solution](#)

126.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[sadvan's solution](#)

127.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[sadvan's solution](#)

128.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[sadovan's solution](#)

129.

1782C

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

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

130.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[sadovan's solution](#)

131.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[sadovan's solution](#)

132.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[sadovan's solution](#)

133.

1336A

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

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

134.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[sadovan's solution](#)

135.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[sadovan's solution](#)

136.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sadovan's solution](#)

137.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[sadovan's solution](#)

138.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[sadovan's solution](#)

139.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadovan's solution](#)

140.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[sadovan's solution](#)

141.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sadovan's solution](#)

142.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[sadovan's solution](#)

143.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[sadovan's solution](#)

144.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[sadovan's solution](#)

145.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[sadovan's solution](#)

146.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[sadovan's solution](#)

147.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[sadovan's solution](#)

148.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[sadovan's solution](#)

149.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[sadovan's solution](#)

150.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[sadovan's solution](#)

151.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[sadovan's solution](#)

152.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[sadovan's solution](#)

153.

1336B

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

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

[sadovan's solution](#)

154.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[sadovan's solution](#)

155.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[sadovan's solution](#)

156.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sadovan's solution](#)

157.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[sadovan's solution](#)

158.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[sadovan's solution](#)

159.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[sadovan's solution](#)

160.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[sadovan's solution](#)

161.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[sadovan's solution](#)

162.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[sadovan's solution](#)

163.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sadovan's solution](#)

164.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[sadovan's solution](#)

165.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[sadovan's solution](#)

166.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[sadovan's solution](#)

167.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[sadovan's solution](#)

168.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[sadovan's solution](#)

169.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[sadovan's solution](#)

170.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[sadovan's solution](#)

171.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[sadovan's solution](#)

172.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[sadovan's solution](#)

173.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[sadovan's solution](#)

174.

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sadovan's solution](#)

175.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[sadovan's solution](#)

176.

1782D

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

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

[sadovan's solution](#)

177.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[sadovan's solution](#)

178.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[sadovan's solution](#)

179.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[sadovan's solution](#)

180.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[sadovan's solution](#)

181.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sadovan's solution](#)

182.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[sadovan's solution](#)

183.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[sadovan's solution](#)

184.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sadovan's solution](#)

185.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[sadovan's solution](#)

186.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[sadovan's solution](#)

187.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sadovan's solution](#)

188.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[sadovan's solution](#)

189.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sadovan's solution](#)

190.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sadovan's solution](#)

191.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[sadovan's solution](#)

192.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[sadovan's solution](#)

193.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[sadovan's solution](#)

194.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory
[sadovan's solution](#)

195.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[sadovan's solution](#)

196.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[sadovan's solution](#)

197.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[sadovan's solution](#)

198.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math
[sadovan's solution](#)

199.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[sadovan's solution](#)

200.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[sadovan's solution](#)

201.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: brute force, greedy

[sadovan's solution](#)

202.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[sadovan's solution](#)

203.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[sadovan's solution](#)

204.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[sadovan's solution](#)

205.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[sadovan's solution](#)

206.

1264B

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

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207.

1214D

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208.

1207E

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209.

1208D

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210.

1029D

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211.

993B

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212.

1181C

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213.

1172B

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1175D

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215.

1031D

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216.

1044B

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217.

1168B

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218.

1119E

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1112C

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1043E

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1054D

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223.

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224.

944E

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225.

914D

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226.

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1951D

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228.

1804D

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229.

1416B

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230.

1416C

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231.

1344B

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1223D

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233.

1214E

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234.

1033D

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235.

1088D

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1101D

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1157F

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242.

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244.

1810E

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1787E

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1482E

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1354E

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253.

1207F

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960F

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1158C

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1112D

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1056E

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1025D

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2039E

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1949F

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273.

1461E

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1336C

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1333F

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276.

1220E

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1208E

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278.

1181D

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1175E

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1156D

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284.

1158B

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285.

1114E

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286.

1037E

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287.

920G

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288.

1949G

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Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

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289.

1782E

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290.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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291.

1548D1

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292.

1404C

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293.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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294.

993E

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295.

1182E

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296.

1172C1

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297.

1148E

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298.

1139D

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299.

1167F

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300.

1086C

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Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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301.

438D

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Quality: 11,596 global accepts · Rating: 2300 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

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302.

1073E

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Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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303.

1004D

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Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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304.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[sadovan's solution](#)

305.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[sadovan's solution](#)

306.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[sadovan's solution](#)

307.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[sadovan's solution](#)

308.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[sadovan's solution](#)

309.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[sadovan's solution](#)

310.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sadovan's solution](#)

311.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[sadovan's solution](#)

312.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[sadovan's solution](#)

313.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[sadvan's solution](#)

314.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[sadvan's solution](#)

315.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[sadvan's solution](#)

316.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[sadvan's solution](#)

317.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[sadvan's solution](#)

318.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[sadvan's solution](#)

319.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[sadvan's solution](#)

320.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[sadvan's solution](#)

321.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-08 · MS C++ (first AC) · Tags: combinatorics, math, number theory

[sadvan's solution](#)

322.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sadvan's solution](#)

323.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[sadvan's solution](#)

324.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sadvan's solution](#)

325.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[sadvan's solution](#)

326.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[sadvan's solution](#)

327.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[sadvan's solution](#)

328.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[sadvan's solution](#)

329.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[sadvan's solution](#)

330.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[sadvan's solution](#)

331.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[sadvan's solution](#)

332.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[sadvan's solution](#)

333.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[sadovan's solution](#)

334.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[sadovan's solution](#)

335.

1181E1

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

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[sadovan's solution](#)

336.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[sadovan's solution](#)

337.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[sadovan's solution](#)

338.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sadovan's solution](#)

339.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sadovan's solution](#)

340.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[sadovan's solution](#)

341.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[sadovan's solution](#)

342.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[sadovan's solution](#)

343.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[sadovan's solution](#)

344.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[sadovan's solution](#)

345.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[sadovan's solution](#)

346.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[sadovan's solution](#)

347.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-07 · last AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[sadovan's solution](#)

348.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[sadovan's solution](#)

349.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[sadovan's solution](#)

350.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sadovan's solution](#)

351.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[sadovan's solution](#)

352.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[sadovan's solution](#)

353.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[sadovan's solution](#)

354.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[sadovan's solution](#)

355.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[sadovan's solution](#)

356.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[sadovan's solution](#)

357.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[sadovan's solution](#)

358.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-11 · last AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[sadovan's solution](#)

359.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[sadovan's solution](#)

360.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[sadovan's solution](#)

361.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[sadovan's solution](#)

362.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[sadovan's solution](#)

363.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2018-07-27 · last AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sadovan's solution](#)

364.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[sadovan's solution](#)

365.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[sadovan's solution](#)

366.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[sadovan's solution](#)

367.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[sadovan's solution](#)

368.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[sadovan's solution](#)

369.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[sadovan's solution](#)

370.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[sadovan's solution](#)

371.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[sadovan's solution](#)

372.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[sadovan's solution](#)

373.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[sadovan's solution](#)

374.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sadovan's solution](#)

375.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[sadovan's solution](#)

376.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[sadovan's solution](#)

377.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[sadovan's solution](#)

378.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[sadovan's solution](#)

379.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[sadovan's solution](#)

380.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[sadovan's solution](#)

381.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[sadovan's solution](#)

382.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[sadovan's solution](#)

383.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[sadovan's solution](#)

384.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[sadovan's solution](#)

385.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, trees

[sadovan's solution](#)

386.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sadovan's solution](#)

387.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[sadovan's solution](#)

388.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

389.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

390.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

391.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

392.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

393.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

394.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadovan's solution](#)

395.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

396.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

397.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

398.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

399.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

400.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

401.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

402.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

403.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

404.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

405.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

406.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

407.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

408.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

409.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

410.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

411.

102511B

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

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

412.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

413.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadovan's solution](#)

414.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

415.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

416.

101208J

[Pollution Solution](#) · [Tutorial](#)

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

417.

101208I

[Pirate Chest](#) · [Tutorial](#)

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

418.

101208A

[Self-Assembly](#) · [Tutorial](#)

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

419.

101208C

[Surely You Congest](#) · [Tutorial](#)

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

420.

101208H

[Matryoshka](#) · [Tutorial](#)

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

421.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

422.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

423.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

424.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

425.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

426.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

427.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

428.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

429.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

430.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

431.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

432.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

433.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

434.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

435.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

436.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

437.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

438.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

439.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

440.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

441.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

442.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

443.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

444.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

445.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

446.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

447.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

448.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

449.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

450.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

451.

103427L

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

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

452.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

453.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

454.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

455.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

456.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

457.

102460G

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

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

458.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

459.

102460L

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

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

460.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

461.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

462.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

463.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

464.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

465.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

466.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

467.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · PyPy 3-64 (first AC) · Tags: —
[sadovan's solution](#)

468.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

469.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

470.

101234G

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

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

471.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

472.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

473.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

474.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

475.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

476.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

477.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

478.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

479.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

480.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

481.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

482.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadovan's solution](#)

483.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

484.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

485.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[sadovan's solution](#)

486.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

487.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

488.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

489.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

490.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · Python 3 (first AC) · Tags: —
[sadovan's solution](#)

491.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

492.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

493.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

494.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

495.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

496.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

497.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

498.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

499.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

500.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

501.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

502.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

503.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

504.

102059F

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

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

505.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

506.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

507.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

508.

102185I

[BT0CäB,,GCÔKCR ?C`NCÄ1D4AD°](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

509.

102185D

[AT2DriaC\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

510.

102185G

[A48DriãDô=CD0](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

511.

102185H

[LOCALC++](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

512.

102185J

[A5DriãC`5CÔ8CR :D >C#>CD8C`>C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

513.

102185E

[BT0CäO](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

514.

102185F

[BS0CriaC`8CÄ8D](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

515.

102185B

[BD8CriaC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

516.

100799H

[B0AD\\$0DD5D\\$0](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

517.

100799A

[A B C a a D °](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

518.

100799K

[A0@C#1C#8](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

519.

100799C

[B.,0D,2C =Dt8C#8 C, :C,=-C#BCT0D\\$@](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

520.

100799E

[AD5015C08CP](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

521.

100799J

[A120170DK C00 C0>C4>C0DP](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

522.

100799D

[AD>DrBC 2C#0 DDCD\\$1C#;C#:](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

523.

100799G

[B T C # D](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

524.

100799I

[B T C # A C =](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadovan's solution](#)

525.

100799B

[AD500L D >Cd4CT=C,,O](#)

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

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadvan's solution](#)

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[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sadvan's solution](#)

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[Glyph Recognition](#) · [Tutorial](#)

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[sadvan's solution](#)

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[Installing Apps](#) · [Tutorial](#)

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[High Score](#) · [Tutorial](#)

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[Boss Battle](#) · [Tutorial](#)

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[Kanban Numbers](#) · [Tutorial](#)

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