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Unique solved — saketh

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

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

Filters: none

Count: 2,932

1.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[saketh's solution](#)

2.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[saketh's solution](#)

3.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

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4.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[saketh's solution](#)

5.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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6.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[saketh's solution](#)

7.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[saketh's solution](#)

8.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[saketh's solution](#)

9.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[saketh's solution](#)

10.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[saketh's solution](#)

11.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[saketh's solution](#)

12.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[saketh's solution](#)

13.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[saketh's solution](#)

14.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,167 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[saketh's solution](#)

15.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,233 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[saketh's solution](#)

16.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

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17.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
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18.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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19.

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings
[saketh's solution](#)

20.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[saketh's solution](#)

21.

1680A

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Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[saketh's solution](#)

22.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[saketh's solution](#)

23.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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24.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

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25.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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26.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

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27.

1637A

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

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28.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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29.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[saketh's solution](#)

30.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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31.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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32.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

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[saketh's solution](#)

33.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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34.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,818 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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35.

1620A

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36.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math
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37.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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38.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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39.

1550A

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40.

1534A

[Colour the Flag](#) · [Tutorial](#)

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41.

1536A

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42.

1523A

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43.

1526A

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44.

1491A

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45.

1487A

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46.

1481A

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47.

1474A

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48.

1472B

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49.

1472A

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50.

1468E

[Four Segments](#) · [Tutorial](#)

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51.

1466B

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

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52.

1466A

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53.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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54.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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55.

1453A

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56.

1455A

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57.

1451A

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58.

1452C

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59.

1452A

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60.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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61.

1437A

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62.

1436A

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63.

1428A

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64.

1430B

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65.

1422A

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66.

1408A

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67.

1392B

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

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68.

1392A

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

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69.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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70.

1391A

[Subarrays](#) · [Tutorial](#)

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71.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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72.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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73.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math

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74.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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75.

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, number theory

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76.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[saketh's solution](#)

77.

1371A

[Magical Sticks](#) · [Tutorial](#)

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78.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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79.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

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80.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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81.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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82.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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83.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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84.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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85.

1323A

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86.

1352A

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

Quality: 104,105 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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87.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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88.

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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89.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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90.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
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91.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
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92.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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93.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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94.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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95.

1287A

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Quality: 22,441 global accepts · Rating: 800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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96.

630A

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

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97.

1285A

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Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math
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98.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,250 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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99.

1284A

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100.

1270A

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101.

1271A

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102.

1257A

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103.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[saketh's solution](#)

104.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[saketh's solution](#)

105.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

106.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[saketh's solution](#)

107.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[saketh's solution](#)

108.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[saketh's solution](#)

109.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[saketh's solution](#)

110.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[saketh's solution](#)

111.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[saketh's solution](#)

112.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[saketh's solution](#)

113.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[saketh's solution](#)

114.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[saketh's solution](#)

115.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

116.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[saketh's solution](#)

117.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,455 global accepts · Rating: 800 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

118.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,426 global accepts · Rating: 800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[saketh's solution](#)

119.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[saketh's solution](#)

120.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

121.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[saketh's solution](#)

122.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

123.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

124.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[saketh's solution](#)

125.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

126.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

127.

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

[saketh's solution](#)

128.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[saketh's solution](#)

129.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

130.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

131.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[saketh's solution](#)

132.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

133.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

134.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[saketh's solution](#)

135.

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
[saketh's solution](#)

136.

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
[saketh's solution](#)

137.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

138.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

139.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

140.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

141.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

142.

855A

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

Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[saketh's solution](#)

143.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

144.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: implementation, math

[saketh's solution](#)

145.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[saketh's solution](#)

146.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation, math

[saketh's solution](#)

147.

750A

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

Quality: 92,556 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[saketh's solution](#)

148.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: brute force, math

[saketh's solution](#)

149.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[saketh's solution](#)

150.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: implementation, strings

[saketh's solution](#)

151.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[saketh's solution](#)

152.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,511 global accepts · Rating: 800 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings
[saketh's solution](#)

153.

731A

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

Quality: 53,204 global accepts · Rating: 800 · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: implementation, strings
[saketh's solution](#)

154.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

155.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,075 global accepts · Rating: 800 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

156.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: greedy, implementation
[saketh's solution](#)

157.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[saketh's solution](#)

158.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

159.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

160.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

161.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[saketh's solution](#)

162.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,543 global accepts · Rating: 800 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

163.

231A

[Team](#) · [Tutorial](#)

Quality: 430,225 global accepts · Rating: 800 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[saketh's solution](#)

164.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,234 global accepts · Rating: 800 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

165.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[saketh's solution](#)

166.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,193 global accepts · Rating: 800 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

167.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

168.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,404 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[saketh's solution](#)

169.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

170.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,517 global accepts · Rating: 800 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: implementation, strings

[saketh's solution](#)

171.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,124 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, implementation

[saketh's solution](#)

172.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

173.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,503 global accepts · Rating: 800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

174.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,556 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

175.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

176.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,133 global accepts · Rating: 800 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: implementation, math

[saketh's solution](#)

177.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

178.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

179.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[saketh's solution](#)

180.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,191 global accepts · Rating: 800 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: greedy, implementation

[saketh's solution](#)

181.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,925 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

182.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,942 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: implementation

[saketh's solution](#)

183.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,216 global accepts · Rating: 800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: strings

[saketh's solution](#)

184.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: brute force

[saketh's solution](#)

185.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,325 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[saketh's solution](#)

186.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,537 global accepts · Rating: 800 · first AC: 2013-08-06 · GNU C++ (first AC) · Tags: implementation

[saketh's solution](#)

187.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,767 global accepts · Rating: 800 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: brute force, math

[saketh's solution](#)

188.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,450 global accepts · Rating: 800 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: *special, implementation

[saketh's solution](#)

189.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[saketh's solution](#)

190.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[saketh's solution](#)

191.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

192.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

193.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[saketh's solution](#)

194.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[saketh's solution](#)

195.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

196.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[saketh's solution](#)

197.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[saketh's solution](#)

198.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[saketh's solution](#)

199.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[saketh's solution](#)

200.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,673 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: games
[saketh's solution](#)

201.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[saketh's solution](#)

202.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[saketh's solution](#)

203.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[saketh's solution](#)

204.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

205.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

206.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

207.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

208.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[saketh's solution](#)

209.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

210.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[saketh's solution](#)

211.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[saketh's solution](#)

212.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[saketh's solution](#)

213.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

214.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[saketh's solution](#)

215.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

216.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[saketh's solution](#)

217.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[saketh's solution](#)

218.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

219.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[saketh's solution](#)

220.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

221.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

222.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

223.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[saketh's solution](#)

224.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

225.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[saketh's solution](#)

226.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[saketh's solution](#)

227.

768A

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

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

[saketh's solution](#)

228.

765A

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

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

[saketh's solution](#)

229.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

230.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[saketh's solution](#)

231.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[saketh's solution](#)

232.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: implementation, strings

[saketh's solution](#)

233.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: implementation, strings

[saketh's solution](#)

234.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[saketh's solution](#)

235.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[saketh's solution](#)

236.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: implementation, math

[saketh's solution](#)

237.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

238.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

239.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, math
[saketh's solution](#)

240.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy
[saketh's solution](#)

241.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

242.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,387 global accepts · Rating: 900 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: greedy
[saketh's solution](#)

243.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,682 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[saketh's solution](#)

244.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[saketh's solution](#)

245.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[saketh's solution](#)

246.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

247.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: strings
[saketh's solution](#)

248.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: implementation
[saketh's solution](#)

249.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,091 global accepts · Rating: 900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: math

[saketh's solution](#)

250.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,469 global accepts · Rating: 900 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

251.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

252.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

253.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,676 global accepts · Rating: 900 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

254.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

255.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

256.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings

[saketh's solution](#)

257.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[saketh's solution](#)

258.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation

[saketh's solution](#)

259.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[saketh's solution](#)

260.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[saketh's solution](#)

261.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[saketh's solution](#)

262.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[saketh's solution](#)

263.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[saketh's solution](#)

264.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[saketh's solution](#)

265.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[saketh's solution](#)

266.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[saketh's solution](#)

267.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[saketh's solution](#)

268.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

269.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[saketh's solution](#)

270.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[saketh's solution](#)

271.

1430C

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

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[saketh's solution](#)

272.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

273.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[saketh's solution](#)

274.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

275.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[saketh's solution](#)

276.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[saketh's solution](#)

277.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[saketh's solution](#)

278.

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

[saketh's solution](#)

279.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[saketh's solution](#)

280.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[saketh's solution](#)

281.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

282.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[saketh's solution](#)

283.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

284.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

285.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

286.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[saketh's solution](#)

287.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

288.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

289.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[saketh's solution](#)

290.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

291.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[saketh's solution](#)

292.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[saketh's solution](#)

293.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[saketh's solution](#)

294.

1177A

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

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

295.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

296.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[saketh's solution](#)

297.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[saketh's solution](#)

298.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[saketh's solution](#)

299.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[saketh's solution](#)

300.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[saketh's solution](#)

301.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[saketh's solution](#)

302.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[saketh's solution](#)

303.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

304.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

305.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[saketh's solution](#)

306.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[saketh's solution](#)

307.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

308.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[saketh's solution](#)

309.

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
[saketh's solution](#)

310.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[saketh's solution](#)

311.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

312.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[saketh's solution](#)

313.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[saketh's solution](#)

314.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

315.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

316.

742A

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

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[saketh's solution](#)

317.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

318.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

319.

727A

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584A

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118A

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332.

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535A

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334.

452A

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441A

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499B

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479A

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447B

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435A

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465B

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462A

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1673B

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374.

1342B

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1333B

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1099B

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1060B

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1033B

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1015C

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755B

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705B

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686B

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635A

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596B

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592B

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412.

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581B

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414.

363B

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415.

116B

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416.

556B

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417.

427B

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418.

548A

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419.

534A

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420.

535B

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[saketh's solution](#)

421.

545B

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422.

544A

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508A

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424.

522B

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425.

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426.

405B

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427.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-12-20 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

428.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

429.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

430.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force

[saketh's solution](#)

431.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[saketh's solution](#)

432.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

433.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[saketh's solution](#)

434.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-01 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

435.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2014-08-22 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

436.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: greedy, math

[saketh's solution](#)

437.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,810 global accepts · Rating: 1100 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[saketh's solution](#)

438.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[saketh's solution](#)

439.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[saketh's solution](#)

440.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[saketh's solution](#)

441.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[saketh's solution](#)

442.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[saketh's solution](#)

443.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[saketh's solution](#)

444.

1637C

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

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

445.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[saketh's solution](#)

446.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[saketh's solution](#)

447.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings
[saketh's solution](#)

448.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[saketh's solution](#)

449.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[saketh's solution](#)

450.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[saketh's solution](#)

451.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

452.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[saketh's solution](#)

453.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[saketh's solution](#)

454.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[saketh's solution](#)

455.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

456.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[saketh's solution](#)

457.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[saketh's solution](#)

458.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

459.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[saketh's solution](#)

460.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[saketh's solution](#)

461.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

462.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[saketh's solution](#)

463.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[saketh's solution](#)

464.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

465.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

466.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,763 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[saketh's solution](#)

467.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[saketh's solution](#)

468.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[saketh's solution](#)

469.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[saketh's solution](#)

470.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[saketh's solution](#)

471.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2020-01-11 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

472.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[saketh's solution](#)

473.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[saketh's solution](#)

474.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[saketh's solution](#)

475.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[saketh's solution](#)

476.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[saketh's solution](#)

477.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[saketh's solution](#)

478.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[saketh's solution](#)

479.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[saketh's solution](#)

480.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[saketh's solution](#)

481.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

482.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

483.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

484.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[saketh's solution](#)

485.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[saketh's solution](#)

486.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

487.

1097B

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

Quality: 35,950 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[saketh's solution](#)

488.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[saketh's solution](#)

489.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

490.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

491.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[saketh's solution](#)

492.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[saketh's solution](#)

493.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[saketh's solution](#)

494.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[saketh's solution](#)

495.

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

[saketh's solution](#)

496.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

497.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[saketh's solution](#)

498.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

499.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

500.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

501.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[saketh's solution](#)

502.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

503.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[saketh's solution](#)

504.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[saketh's solution](#)

505.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[saketh's solution](#)

506.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[saketh's solution](#)

507.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[saketh's solution](#)

508.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math
[saketh's solution](#)

509.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[saketh's solution](#)

510.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[saketh's solution](#)

511.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

512.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[saketh's solution](#)

513.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, strings
[saketh's solution](#)

514.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: greedy, math
[saketh's solution](#)

515.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: greedy
[saketh's solution](#)

516.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[saketh's solution](#)

517.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: brute force, implementation, schedules
[saketh's solution](#)

518.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

519.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

520.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[saketh's solution](#)

521.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-23 · last AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[saketh's solution](#)

522.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[saketh's solution](#)

523.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[saketh's solution](#)

524.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

525.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[saketh's solution](#)

526.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[saketh's solution](#)

527.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,736 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[saketh's solution](#)

528.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

529.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,532 global accepts · Rating: 1200 · first AC: 2014-10-11 · last AC: 2014-10-29 · GNU C++0x (first AC) · Tags: binary search, implementation

[saketh's solution](#)

530.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

531.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

532.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: implementation, sortings

[saketh's solution](#)

533.

456B

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534.

463A

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Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-01 · GNU C++0x (first AC) · Tags: brute force, implementation

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535.

461A

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536.

366B

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537.

459A

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538.

431B

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539.

412C

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540.

379B

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541.

1753A1

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542.

1703F

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543.

1667A

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544.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
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545.

1618D

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Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
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546.

1534C

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Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
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547.

1476B

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548.

1470A

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549.

1466C

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550.

1446A

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Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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551.

1422B

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552.

1420C1

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553.

1381A1

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554.

1372B

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Quality: 36,388 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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555.

1371C

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Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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556.

1373C

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Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: math

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557.

1364B

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558.

1366B

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Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · last AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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559.

1365B

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560.

1360E

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561.

1360D

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Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[saketh's solution](#)

562.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[saketh's solution](#)

563.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

564.

956A

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Rating: 1300 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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565.

1307B

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566.

630N

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Quality: 5,225 global accepts · Rating: 1300 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

567.

630F

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Quality: 8,049 global accepts · Rating: 1300 · first AC: 2020-01-11 · PyPy 2 (first AC) · Tags: combinatorics, math

[saketh's solution](#)

568.

1285B

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[saketh's solution](#)

569.

617B

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Quality: 20,015 global accepts · Rating: 1300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[saketh's solution](#)

570.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

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571.

27B

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greedy

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572.

1271C

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[saketh's solution](#)

573.

1271B

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574.

1260B

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575.

1247B2

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Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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576.

1236C

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Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

577.

1237B

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[saketh's solution](#)

578.

1238B

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579.

1209B

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580.

1178C

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581.

1178B

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582.

1194C

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583.

1194B

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584.

1187B

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Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
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585.

1182B

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Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings
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586.

1176C

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587.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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588.

1101B

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589.

1090A

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590.

1093C

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591.

1016B

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[saketh's solution](#)

592.

1077C

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593.

1076C

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Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[saketh's solution](#)

594.

1062A

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Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

595.

1055B

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Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

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596.

1063A

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[saketh's solution](#)

597.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[saketh's solution](#)

598.

1037B

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Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

599.

1037A

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600.

1029A

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601.

1007A

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[saketh's solution](#)

602.

889A

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

Rating: 1300 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

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603.

755C

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Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive,

trees

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604.

750B

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

[saketh's solution](#)

605.

747C

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[saketh's solution](#)

606.

740A

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[saketh's solution](#)

607.

730H

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[saketh's solution](#)

608.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

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609.

707B

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610.

670C

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611.

626B

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[saketh's solution](#)

612.

371B

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613.

572B

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614.

370B

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615.

588B

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[saketh's solution](#)

616.

586B

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617.

579B

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Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

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618.

573A

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Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[saketh's solution](#)

619.

413B

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Quality: 1,844 global accepts · Rating: 1300 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

620.

238A

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Quality: 2,184 global accepts · Rating: 1300 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

621.

288A

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622.

545D

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Quality: 29,517 global accepts · Rating: 1300 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

623.

526A

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Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[saketh's solution](#)

624.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[saketh's solution](#)

625.

509B

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implementation

[saketh's solution](#)

626.

4C

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Quality: 108,133 global accepts · Rating: 1300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, hashing, implementation

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627.

493A

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628.

485B

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[saketh's solution](#)

629.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[saketh's solution](#)

630.

450B

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Quality: 28,826 global accepts · Rating: 1300 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: implementation, math

[saketh's solution](#)

631.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: implementation, sortings

[saketh's solution](#)

632.

476B

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Quality: 37,019 global accepts · Rating: 1300 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[saketh's solution](#)

633.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,260 global accepts · Rating: 1300 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[saketh's solution](#)

634.

472B

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Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

635.

462B

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[saketh's solution](#)

636.

459B

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Quality: 47,488 global accepts · Rating: 1300 · first AC: 2014-08-18 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings
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637.

429A

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Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees
[saketh's solution](#)

638.

378B

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Quality: 6,193 global accepts · Rating: 1300 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: implementation, sortings
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639.

189A

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640.

276B

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641.

252C

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642.

84B

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643.

171B

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644.

1654C

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645.

1706C

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646.

1684C

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647.

1526B

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648.

727C

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[saketh's solution](#)

649.

1468C

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650.

1461B

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651.

1463B

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652.

1453B

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[saketh's solution](#)

653.

1456A

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654.

1451C

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655.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

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656.

1427B

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657.

1408B

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658.

1380C

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659.

1380B

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660.

1312C

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661.

1375C

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662.

898C

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663.

1369C

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664.

1370C

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665.

1365C

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666.

1363B

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Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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667.

1354C1

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668.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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669.

1350B

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670.

1351C

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671.

1348B

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672.

1332B

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673.

1320A

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[saketh's solution](#)

674.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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675.

1292A

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[saketh's solution](#)

676.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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677.

630L

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678.

1285C

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679.

1197C

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680.

108B

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Quality: 2,735 global accepts · Rating: 1400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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681.

1284B

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682.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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683.

1279C

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Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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684.

1282B1

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685.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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686.

1276A

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687.

1263C

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[saketh's solution](#)

688.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

689.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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690.

1245C

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691.

1250A

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692.

650A

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693.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[saketh's solution](#)

694.

1215B

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695.

151C

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[saketh's solution](#)

696.

1214A

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697.

1183D

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698.

1200C

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699.

1201C

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700.

1195C

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701.

1184B1

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702.

1190A

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703.

1189C

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704.

981C

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705.

1167C

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Quality: 25,999 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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706.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

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707.

1110B

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708.

1097C

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709.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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710.

1088C

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Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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711.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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712.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

713.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[saketh's solution](#)

714.

995B

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Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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715.

866A

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[saketh's solution](#)

716.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation
[saketh's solution](#)

717.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[saketh's solution](#)

718.

745B

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Quality: 3,878 global accepts · Rating: 1400 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

719.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[saketh's solution](#)

720.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[saketh's solution](#)

721.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[saketh's solution](#)

722.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings
[saketh's solution](#)

723.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

724.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[saketh's solution](#)

725.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

726.

369B

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[saketh's solution](#)

727.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[saketh's solution](#)

728.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: geometry, math
[saketh's solution](#)

729.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[saketh's solution](#)

730.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: greedy, math
[saketh's solution](#)

731.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, sortings
[saketh's solution](#)

732.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

733.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
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734.

550B

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Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[saketh's solution](#)

735.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[saketh's solution](#)

736.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: dp, greedy, math
[saketh's solution](#)

737.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games
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738.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[saketh's solution](#)

739.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: geometry, math
[saketh's solution](#)

740.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · last AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation
[saketh's solution](#)

741.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[saketh's solution](#)

742.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[saketh's solution](#)

743.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: brute force

[saketh's solution](#)

744.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,223 global accepts · Rating: 1400 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[saketh's solution](#)

745.

516A

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Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

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746.

514B

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Quality: 22,627 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

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747.

388A

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748.

441B

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Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-12-27 · GNU C++0x (first AC) · Tags: greedy, implementation

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749.

417B

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750.

414B

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Quality: 29,178 global accepts · Rating: 1400 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

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751.

493B

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Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

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752.

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[saketh's solution](#)

753.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[saketh's solution](#)

754.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-11-28 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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755.

485A

[Factory](#) · [Tutorial](#)

Quality: 51,769 global accepts · Rating: 1400 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: implementation, math, matrices

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756.

489C

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Quality: 51,679 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

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757.

448B

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Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: implementation, strings

[saketh's solution](#)

758.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[saketh's solution](#)

759.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy

[saketh's solution](#)

760.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[saketh's solution](#)

761.

438A

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Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[saketh's solution](#)

762.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[saketh's solution](#)

763.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

764.

402B

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Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: brute force, implementation

[saketh's solution](#)

765.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[saketh's solution](#)

766.

358A

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Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation

[saketh's solution](#)

767.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[saketh's solution](#)

768.

124B

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Quality: 4,872 global accepts · Rating: 1400 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[saketh's solution](#)

769.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: combinatorics

[saketh's solution](#)

770.

131C

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Quality: 12,584 global accepts · Rating: 1400 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: combinatorics, math

[saketh's solution](#)

771.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[saketh's solution](#)

772.

1673C

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Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[saketh's solution](#)

773.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[saketh's solution](#)

774.

1526C1

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Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[saketh's solution](#)

775.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[saketh's solution](#)

776.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

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777.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

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778.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

779.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

780.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[saketh's solution](#)

781.

1436C

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Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[saketh's solution](#)

782.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[saketh's solution](#)

783.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[saketh's solution](#)

784.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[saketh's solution](#)

785.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[saketh's solution](#)

786.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[saketh's solution](#)

787.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[saketh's solution](#)

788.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[saketh's solution](#)

789.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

790.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[saketh's solution](#)

791.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[saketh's solution](#)

792.

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[saketh's solution](#)

793.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[saketh's solution](#)

794.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[saketh's solution](#)

795.

1340A

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

[saketh's solution](#)

796.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[saketh's solution](#)

797.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[saketh's solution](#)

798.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[saketh's solution](#)

799.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[saketh's solution](#)

800.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[saketh's solution](#)

801.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[saketh's solution](#)

802.

630K

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Quality: 6,333 global accepts · Rating: 1500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[saketh's solution](#)

803.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-01-03 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[saketh's solution](#)

804.

1278B

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Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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805.

1264A

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Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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806.

1263D

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807.

1253C

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808.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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809.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

810.

1250L

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Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
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811.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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812.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[saketh's solution](#)

813.

1215C

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Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[saketh's solution](#)

814.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[saketh's solution](#)

815.

1196D1

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Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

816.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[saketh's solution](#)

817.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

818.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[saketh's solution](#)

819.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[saketh's solution](#)

820.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

821.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

822.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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823.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

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[saketh's solution](#)

824.

1181B

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Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[saketh's solution](#)

825.

1166C

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Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[saketh's solution](#)

826.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[saketh's solution](#)

827.

1158A

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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
[saketh's solution](#)

828.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[saketh's solution](#)

829.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[saketh's solution](#)

830.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[saketh's solution](#)

831.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[saketh's solution](#)

832.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[saketh's solution](#)

833.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[saketh's solution](#)

834.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[saketh's solution](#)

835.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

836.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

837.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[saketh's solution](#)

838.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

839.

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

[saketh's solution](#)

840.

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

[saketh's solution](#)

841.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[saketh's solution](#)

842.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[saketh's solution](#)

843.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[saketh's solution](#)

844.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

845.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: binary search, greedy

[saketh's solution](#)

846.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[saketh's solution](#)

847.

749C

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848.

744A

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849.

742B

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850.

724B

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851.

707C

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852.

670D2

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853.

697C

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854.

687A

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855.

599B

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856.

528A

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857.

374B

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858.

436A

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859.

587A

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860.

584B

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861.

580B

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862.

580C

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863.

576A

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864.

400C

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Quality: 3,010 global accepts · Rating: 1500 · first AC: 2015-09-06 · last AC: 2015-09-07 · GNU C++11 (first AC) · Tags: implementation, math
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865.

574B

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866.

329A

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867.

354A

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868.

566F

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869.

557B

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870.

256A

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871.

555A

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[saketh's solution](#)

872.

341B

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[saketh's solution](#)

873.

274A

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Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
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874.

553A

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Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
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875.

288B

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Quality: 3,211 global accepts · Rating: 1500 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: combinatorics
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876.

356A

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877.

550A

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878.

550C

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Quality: 32,133 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, math

[saketh's solution](#)

879.

545C

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[saketh's solution](#)

880.

521A

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[saketh's solution](#)

881.

504A

[Misha and Forest](#) · [Tutorial](#)

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[saketh's solution](#)

882.

367A

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[saketh's solution](#)

883.

404B

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[saketh's solution](#)

884.

2A

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Quality: 31,224 global accepts · Rating: 1500 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: hashing, implementation

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885.

441C

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Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-12-27 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[saketh's solution](#)

886.

417A

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Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: dp, implementation, math

[saketh's solution](#)

887.

496B

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[saketh's solution](#)

888.

497A

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[saketh's solution](#)

889.

494A

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890.

414A

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891.

490B

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892.

455A

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[saketh's solution](#)

893.

468A

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Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

894.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

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895.

425A

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Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[saketh's solution](#)

896.

403A

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Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[saketh's solution](#)

897.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-12-11 · last AC: 2013-12-11 · GNU C++ (first AC) · Tags: dp, number theory

[saketh's solution](#)

898.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, strings

[saketh's solution](#)

899.

166E

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Quality: 25,623 global accepts · Rating: 1500 · first AC: 2013-08-06 · GNU C++ (first AC) · Tags: dp, math, matrices

[saketh's solution](#)

900.

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[saketh's solution](#)

901.

1703G

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

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[saketh's solution](#)

902.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[saketh's solution](#)

903.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

904.

1633D

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Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[saketh's solution](#)

905.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[saketh's solution](#)

906.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

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907.

1526C2

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Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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908.

1481C

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Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

909.

1476C

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Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[saketh's solution](#)

910.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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911.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

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912.

1234D

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Quality: 18,587 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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913.

1461D

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914.

1458A

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Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[saketh's solution](#)

915.

1455D

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Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[saketh's solution](#)

916.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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917.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[saketh's solution](#)

918.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[saketh's solution](#)

919.

898D

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Quality: 4,537 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[saketh's solution](#)

920.

898E

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Quality: 4,864 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

921.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

922.

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[saketh's solution](#)

923.

1364C

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Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

924.

1363C

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Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[saketh's solution](#)

925.

1358C

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[saketh's solution](#)

926.

1041C

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Quality: 10,238 global accepts · Rating: 1600 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[saketh's solution](#)

927.

1349A

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Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[saketh's solution](#)

928.

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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929.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[saketh's solution](#)

930.

1348C

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Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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931.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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932.

1336A

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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
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933.

1334C

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Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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934.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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935.

1305C

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Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[saketh's solution](#)

936.

956B

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

Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[saketh's solution](#)

937.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[saketh's solution](#)

938.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[saketh's solution](#)

939.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[saketh's solution](#)

940.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[saketh's solution](#)

941.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2020-01-11 · PyPy 2 (first AC) · Tags: combinatorics, math
[saketh's solution](#)

942.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[saketh's solution](#)

943.

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
[saketh's solution](#)

944.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[saketh's solution](#)

945.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[saketh's solution](#)

946.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[saketh's solution](#)

947.

1261B1

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

Rating: 1600 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[saketh's solution](#)

948.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings
[saketh's solution](#)

949.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[saketh's solution](#)

950.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[saketh's solution](#)

951.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[saketh's solution](#)

952.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[saketh's solution](#)

953.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[saketh's solution](#)

954.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[saketh's solution](#)

955.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[saketh's solution](#)

956.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[saketh's solution](#)

957.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[saketh's solution](#)

958.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[saketh's solution](#)

959.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[saketh's solution](#)

960.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[saketh's solution](#)

961.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

962.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

963.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[saketh's solution](#)

964.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[saketh's solution](#)

965.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[saketh's solution](#)

966.

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

[saketh's solution](#)

967.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[saketh's solution](#)

968.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[saketh's solution](#)

969.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[saketh's solution](#)

970.

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[saketh's solution](#)

971.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[saketh's solution](#)

972.

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

[saketh's solution](#)

973.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[saketh's solution](#)

974.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

975.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[saketh's solution](#)

976.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[saketh's solution](#)

977.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

978.

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

[saketh's solution](#)

979.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[saketh's solution](#)

980.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

981.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[saketh's solution](#)

982.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[saketh's solution](#)

983.

1033C

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

[saketh's solution](#)

984.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[saketh's solution](#)

985.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[saketh's solution](#)

986.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

987.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

988.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

989.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[saketh's solution](#)

990.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

991.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[saketh's solution](#)

992.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[saketh's solution](#)

993.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[saketh's solution](#)

994.

763A

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

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

[saketh's solution](#)

995.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[saketh's solution](#)

996.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[saketh's solution](#)

997.

750C

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

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

[saketh's solution](#)

998.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[saketh's solution](#)

999.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[saketh's solution](#)

1000.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: data structures, hashing

[saketh's solution](#)

1001.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[saketh's solution](#)

1002.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[saketh's solution](#)

1003.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[saketh's solution](#)

1004.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-14 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

1005.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[saketh's solution](#)**1006.**

722C

[Destroying Array](#) · [Tutorial](#)

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

[saketh's solution](#)**1007.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)**1008.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dp, strings

[saketh's solution](#)**1009.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[saketh's solution](#)**1010.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[saketh's solution](#)**1011.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[saketh's solution](#)**1012.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: sortings

[saketh's solution](#)**1013.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[saketh's solution](#)**1014.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[saketh's solution](#)**1015.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: geometry, sortings

[saketh's solution](#)

1016.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[saketh's solution](#)

1017.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: math
[saketh's solution](#)

1018.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-10-05 · last AC: 2015-10-05 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
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1019.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-13 · last AC: 2015-10-05 · GNU C++ (first AC) · Tags: binary search, implementation, math
[saketh's solution](#)

1020.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[saketh's solution](#)

1021.

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp
[saketh's solution](#)

1022.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[saketh's solution](#)

1023.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: greedy
[saketh's solution](#)

1024.

568A

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Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[saketh's solution](#)

1025.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[saketh's solution](#)

1026.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[saketh's solution](#)

1027.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2015-07-09 · GNU C++11 (first AC) · Tags: number theory

[saketh's solution](#)

1028.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

1029.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: greedy, math

[saketh's solution](#)

1030.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: math

[saketh's solution](#)

1031.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[saketh's solution](#)

1032.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[saketh's solution](#)

1033.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: math

[saketh's solution](#)

1034.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[saketh's solution](#)

1035.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

1036.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[saketh's solution](#)

1037.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · last AC: 2015-03-01 · GNU C++ (first AC) · Tags: dp
[saketh's solution](#)

1038.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math
[saketh's solution](#)

1039.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[saketh's solution](#)

1040.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: implementation, math
[saketh's solution](#)

1041.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: implementation, math
[saketh's solution](#)

1042.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: dp, implementation
[saketh's solution](#)

1043.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math
[saketh's solution](#)

1044.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: math, number theory
[saketh's solution](#)

1045.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: greedy, math
[saketh's solution](#)

1046.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[saketh's solution](#)

1047.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

1048.

447C

[DZY Loves Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: dp

[saketh's solution](#)

1049.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

1050.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[saketh's solution](#)

1051.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: binary search, brute force

[saketh's solution](#)

1052.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[saketh's solution](#)

1053.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2014-08-29 · GNU C++0x (first AC) · Tags: greedy

[saketh's solution](#)

1054.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: math, number theory

[saketh's solution](#)

1055.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: dp, implementation, trees

[saketh's solution](#)

1056.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: math

[saketh's solution](#)

1057.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[saketh's solution](#)

1058.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[saketh's solution](#)

1059.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2013-09-01 · last AC: 2013-09-01 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[saketh's solution](#)

1060.

150B

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

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[saketh's solution](#)

1061.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[saketh's solution](#)

1062.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[saketh's solution](#)

1063.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[saketh's solution](#)

1064.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[saketh's solution](#)

1065.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[saketh's solution](#)

1066.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[saketh's solution](#)

1067.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

1068.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[saketh's solution](#)

1069.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[saketh's solution](#)

1070.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[saketh's solution](#)

1071.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[saketh's solution](#)

1072.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[saketh's solution](#)

1073.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[saketh's solution](#)

1074.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[saketh's solution](#)

1075.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[saketh's solution](#)

1076.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[saketh's solution](#)

1077.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[saketh's solution](#)

1078.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[saketh's solution](#)

1079.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[saketh's solution](#)

1080.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1081.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[saketh's solution](#)

1082.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[saketh's solution](#)

1083.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[saketh's solution](#)

1084.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

1085.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[saketh's solution](#)

1086.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[saketh's solution](#)

1087.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[saketh's solution](#)

1088.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[saketh's solution](#)

1089.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[saketh's solution](#)

1090.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[saketh's solution](#)

1091.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[saketh's solution](#)

1092.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[saketh's solution](#)

1093.

1340B

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

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

[saketh's solution](#)

1094.

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

[saketh's solution](#)

1095.

1333C

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

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[saketh's solution](#)

1096.

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

[saketh's solution](#)

1097.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[saketh's solution](#)

1098.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[saketh's solution](#)

1099.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[saketh's solution](#)**1100.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[saketh's solution](#)**1101.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)**1102.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[saketh's solution](#)**1103.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[saketh's solution](#)**1104.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[saketh's solution](#)**1105.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[saketh's solution](#)**1106.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[saketh's solution](#)**1107.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[saketh's solution](#)**1108.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[saketh's solution](#)**1109.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[saketh's solution](#)

1110.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

1111.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[saketh's solution](#)

1112.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[saketh's solution](#)

1113.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[saketh's solution](#)

1114.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

1115.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[saketh's solution](#)

1116.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[saketh's solution](#)

1117.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[saketh's solution](#)

1118.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

1119.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: divide and conquer,

hashing, sortings, strings

[saketh's solution](#)

1120.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[saketh's solution](#)

1121.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[saketh's solution](#)

1122.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[saketh's solution](#)

1123.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[saketh's solution](#)

1124.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[saketh's solution](#)

1125.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[saketh's solution](#)

1126.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[saketh's solution](#)

1127.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[saketh's solution](#)

1128.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[saketh's solution](#)

1129.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[saketh's solution](#)

1130.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[saketh's solution](#)

1131.

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

[saketh's solution](#)

1132.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[saketh's solution](#)

1133.

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

[saketh's solution](#)

1134.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[saketh's solution](#)

1135.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[saketh's solution](#)

1136.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

1137.

1086B

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

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

[saketh's solution](#)

1138.

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

[saketh's solution](#)

1139.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[saketh's solution](#)

1140.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[saketh's solution](#)

1141.

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

[saketh's solution](#)

1142.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1143.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[saketh's solution](#)

1144.

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

[saketh's solution](#)

1145.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[saketh's solution](#)

1146.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[saketh's solution](#)

1147.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[saketh's solution](#)

1148.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[saketh's solution](#)

1149.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[saketh's solution](#)

1150.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[saketh's solution](#)

1151.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[saketh's solution](#)

1152.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[saketh's solution](#)

1153.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[saketh's solution](#)

1154.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[saketh's solution](#)

1155.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[saketh's solution](#)

1156.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[saketh's solution](#)

1157.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[saketh's solution](#)

1158.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

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1159.

739A

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Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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1160.

737A

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Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

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1161.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1162.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation

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1163.

718A

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Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

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1164.

698B

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Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

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1165.

685A

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Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

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1166.

627B

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Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

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1167.

627A

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1168.

439D

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Quality: 6,850 global accepts · Rating: 1700 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

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1169.

439C

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Quality: 4,170 global accepts · Rating: 1700 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

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1170.

590A

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Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

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1171.

575D

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1172.

585B

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Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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1173.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
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1174.

101B

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Quality: 3,194 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
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1175.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[saketh's solution](#)

1176.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[saketh's solution](#)

1177.

578A

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Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math
[saketh's solution](#)

1178.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy
[saketh's solution](#)

1179.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[saketh's solution](#)

1180.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

1181.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: implementation, math
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1182.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,900 global accepts · Rating: 1700 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[saketh's solution](#)

1183.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[saketh's solution](#)

1184.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[saketh's solution](#)

1185.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1186.

533C

[Board Game](#) · [Tutorial](#)

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[saketh's solution](#)

1187.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dp, sortings

[saketh's solution](#)

1188.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[saketh's solution](#)

1189.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

1190.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[saketh's solution](#)

1191.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-11-28 · GNU C++0x (first AC) · Tags: dp

[saketh's solution](#)

1192.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[saketh's solution](#)

1193.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[saketh's solution](#)

1194.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[saketh's solution](#)

1195.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[saketh's solution](#)

1196.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[saketh's solution](#)

1197.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1198.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[saketh's solution](#)

1199.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

1200.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · last AC: 2014-09-24 · GNU C++0x (first AC) · Tags: dp, implementation

[saketh's solution](#)

1201.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[saketh's solution](#)

1202.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-09-09 · GNU C++0x (first AC) · Tags: math

[saketh's solution](#)

1203.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[saketh's solution](#)

1204.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-22 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy
[saketh's solution](#)

1205.

339D

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

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees
[saketh's solution](#)

1206.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[saketh's solution](#)

1207.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[saketh's solution](#)

1208.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[saketh's solution](#)

1209.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[saketh's solution](#)

1210.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-31 · last AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[saketh's solution](#)

1211.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees
[saketh's solution](#)

1212.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[saketh's solution](#)

1213.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[saketh's solution](#)

1214.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[saketh's solution](#)

1215.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[saketh's solution](#)

1216.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 1800 · first AC: 2020-11-12 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[saketh's solution](#)

1217.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
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1218.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
[saketh's solution](#)

1219.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[saketh's solution](#)

1220.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[saketh's solution](#)

1221.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1222.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
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1223.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings
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1224.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,932 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[saketh's solution](#)

1225.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1226.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[saketh's solution](#)

1227.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)

1228.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[saketh's solution](#)

1229.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[saketh's solution](#)

1230.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[saketh's solution](#)

1231.

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

[saketh's solution](#)

1232.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1233.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[saketh's solution](#)

1234.

1290B

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Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[saketh's solution](#)

1235.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-01-31 · last AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

1236.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[saketh's solution](#)

1237.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[saketh's solution](#)

1238.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[saketh's solution](#)

1239.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,339 global accepts · Rating: 1800 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs

[saketh's solution](#)

1240.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[saketh's solution](#)

1241.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[saketh's solution](#)

1242.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[saketh's solution](#)

1243.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

1244.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2019-09-02 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[saketh's solution](#)

1245.

1261B2

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

Rating: 1800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[saketh's solution](#)

1246.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[saketh's solution](#)

1247.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

1248.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[saketh's solution](#)

1249.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[saketh's solution](#)

1250.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1251.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[saketh's solution](#)

1252.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[saketh's solution](#)

1253.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[saketh's solution](#)

1254.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[saketh's solution](#)

1255.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[saketh's solution](#)

1256.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[saketh's solution](#)

1257.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[saketh's solution](#)

1258.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[saketh's solution](#)

1259.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[saketh's solution](#)

1260.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[saketh's solution](#)

1261.

1177B

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Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation
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1262.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-12-11 · last AC: 2019-08-19 · GNU C++0x (first AC) · Tags: math, sortings
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1263.

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1264.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1265.

1195D2

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1266.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games
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1267.

1187C

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1268.

1186C

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1269.

1179B

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Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1270.

1176D

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1271.

1172A

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1272.

1148D

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1273.

1156B

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1274.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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1275.

1109B

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1276.

1090D

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1277.

1081D

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Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

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1278.

1083A

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1279.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1280.

1082D

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1281.

1034A

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1282.

1076D

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Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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1283.

1062D

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1284.

1073C

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Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

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1285.

1067B

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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
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1286.

1063B

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[saketh's solution](#)

1287.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[saketh's solution](#)

1288.

1016D

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

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1289.

1016C

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1290.

986B

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[saketh's solution](#)

1291.

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[saketh's solution](#)

1292.

800A

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Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy
[saketh's solution](#)

1293.

778B

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Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation
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1294.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
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1295.

768C

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1296.

747D

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1297.

733C

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Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

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1298.

730B

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1299.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation

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1300.

725D

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1301.

727D

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Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[saketh's solution](#)

1302.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · last AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[saketh's solution](#)

1303.

706D

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[saketh's solution](#)

1304.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[saketh's solution](#)

1305.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[saketh's solution](#)

1306.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation
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1307.

471D

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[saketh's solution](#)

1308.

668B

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

Rating: 1800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation
[saketh's solution](#)

1309.

663A

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Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
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1310.

626D

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Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[saketh's solution](#)

1311.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dp, greedy
[saketh's solution](#)

1312.

592C

[The Big Race](#) · [Tutorial](#)

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1313.

436C

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1314.

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[saketh's solution](#)

1315.

575H

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1316.

584D

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Quality: 11,119 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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1317.

580D

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Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

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1318.

201B

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1319.

333B

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[saketh's solution](#)

1320.

351A

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1321.

238B

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1322.

256B

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Rating: 1800 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, math

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1323.

274B

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[saketh's solution](#)

1324.

280B

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[saketh's solution](#)

1325.

551B

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Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

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1326.

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, trees

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1327.

543A

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1328.

141C

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Quality: 2,726 global accepts · Rating: 1800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[saketh's solution](#)

1329.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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1330.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

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1331.

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-04-01 · last AC: 2015-04-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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1332.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math

[saketh's solution](#)

1333.

404C

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Quality: 5,787 global accepts · Rating: 1800 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings

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1334.

3C

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Quality: 8,278 global accepts · Rating: 1800 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: brute force, games, implementation

[saketh's solution](#)

1335.

432C

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Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: greedy, sortings

[saketh's solution](#)

1336.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[saketh's solution](#)

1337.

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[saketh's solution](#)

1338.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, implementation

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1339.

483B

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1340.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[saketh's solution](#)

1341.

448D

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

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[saketh's solution](#)

1342.

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: greedy

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1343.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2014-08-22 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, sortings

[saketh's solution](#)

1344.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory

[saketh's solution](#)

1345.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[saketh's solution](#)

1346.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp, greedy

[saketh's solution](#)

1347.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

1348.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[saketh's solution](#)

1349.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[saketh's solution](#)

1350.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

1351.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[saketh's solution](#)

1352.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees

[saketh's solution](#)

1353.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[saketh's solution](#)

1354.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[saketh's solution](#)

1355.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[saketh's solution](#)

1356.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[saketh's solution](#)

1357.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[saketh's solution](#)

1358.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[saketh's solution](#)

1359.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings
[saketh's solution](#)

1360.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[saketh's solution](#)

1361.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings
[saketh's solution](#)

1362.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees
[saketh's solution](#)

1363.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
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1364.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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1365.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
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1366.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
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1367.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
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1368.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
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1369.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[saketh's solution](#)

1370.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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1371.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[saketh's solution](#)

1372.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[saketh's solution](#)

1373.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

1374.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

1375.

1285D

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[saketh's solution](#)

1376.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[saketh's solution](#)

1377.

1036C

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Quality: 13,375 global accepts · Rating: 1900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

1378.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[saketh's solution](#)

1379.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

1380.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[saketh's solution](#)

1381.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[saketh's solution](#)

1382.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[saketh's solution](#)

1383.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[saketh's solution](#)

1384.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[saketh's solution](#)

1385.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[saketh's solution](#)

1386.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[saketh's solution](#)

1387.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[saketh's solution](#)

1388.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · last AC: 2019-10-15 · GNU C++0x (first AC) · Tags: dp

[saketh's solution](#)

1389.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[saketh's solution](#)

1390.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[saketh's solution](#)

1391.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-16 · last AC: 2019-09-12 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[saketh's solution](#)

1392.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-30 · last AC: 2019-09-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[saketh's solution](#)

1393.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[saketh's solution](#)

1394.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[saketh's solution](#)

1395.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[saketh's solution](#)

1396.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[saketh's solution](#)

1397.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[saketh's solution](#)

1398.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[saketh's solution](#)

1399.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[saketh's solution](#)

1400.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
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1401.

1205B

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[saketh's solution](#)

1402.

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
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1403.

1202D

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[saketh's solution](#)

1404.

1178E

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1405.

1184E1

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[saketh's solution](#)

1406.

981D

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Quality: 3,548 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
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1407.

1181C

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1408.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
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1409.

1175D

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Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1410.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[saketh's solution](#)

1411.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

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[saketh's solution](#)

1412.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[saketh's solution](#)

1413.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[saketh's solution](#)

1414.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[saketh's solution](#)

1415.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[saketh's solution](#)

1416.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[saketh's solution](#)

1417.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[saketh's solution](#)

1418.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

1419.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1420.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[saketh's solution](#)

1421.

1076E

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1422.

1072D

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Rating: 1900 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

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1423.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1424.

1060D

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1425.

1074B

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Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[saketh's solution](#)

1426.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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1427.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1428.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1429.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[saketh's solution](#)

1430.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[saketh's solution](#)

1431.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[saketh's solution](#)

1432.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1433.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[saketh's solution](#)

1434.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

1435.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[saketh's solution](#)

1436.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

1437.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[saketh's solution](#)

1438.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[saketh's solution](#)

1439.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[saketh's solution](#)

1440.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[saketh's solution](#)

1441.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-14 · GNU C++11 (first AC) · Tags: dp

[saketh's solution](#)

1442.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[saketh's solution](#)

1443.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[saketh's solution](#)

1444.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[saketh's solution](#)

1445.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, math

[saketh's solution](#)

1446.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[saketh's solution](#)

1447.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[saketh's solution](#)

1448.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: dp, strings

[saketh's solution](#)

1449.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · last AC: 2016-05-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[saketh's solution](#)

1450.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: brute force, math

[saketh's solution](#)

1451.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: data structures, dp

[saketh's solution](#)

1452.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[saketh's solution](#)

1453.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[saketh's solution](#)

1454.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[saketh's solution](#)

1455.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[saketh's solution](#)

1456.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

1457.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, dsu

[saketh's solution](#)

1458.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[saketh's solution](#)

1459.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

1460.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[saketh's solution](#)

1461.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[saketh's solution](#)

1462.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[saketh's solution](#)

1463.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1464.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: implementation, math

[saketh's solution](#)

1465.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1466.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[saketh's solution](#)

1467.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[saketh's solution](#)

1468.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: dp, probabilities

[saketh's solution](#)

1469.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[saketh's solution](#)

1470.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[saketh's solution](#)

1471.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp, math

[saketh's solution](#)

1472.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: binary search, data structures

[saketh's solution](#)

1473.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: dp, implementation

[saketh's solution](#)

1474.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[saketh's solution](#)

1475.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: greedy, sortings

[saketh's solution](#)

1476.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[saketh's solution](#)

1477.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: binary search

[saketh's solution](#)

1478.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[saketh's solution](#)

1479.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[saketh's solution](#)

1480.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[saketh's solution](#)

1481.

378D

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

Rating: 1900 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[saketh's solution](#)

1482.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy

[saketh's solution](#)

1483.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[saketh's solution](#)

1484.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[saketh's solution](#)

1485.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[saketh's solution](#)

1486.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-09-09 · GNU C++0x (first AC) · Tags: greedy

[saketh's solution](#)

1487.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-09-01 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[saketh's solution](#)

1488.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-01 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[saketh's solution](#)

1489.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-18 · last AC: 2014-08-24 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, math

[saketh's solution](#)

1490.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2014-08-23 · GNU C++0x (first AC) · Tags: dp

[saketh's solution](#)

1491.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-22 · GNU C++0x (first AC) · Tags: dp, sortings

[saketh's solution](#)

1492.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[saketh's solution](#)

1493.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[saketh's solution](#)

1494.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation

[saketh's solution](#)

1495.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[saketh's solution](#)

1496.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[saketh's solution](#)

1497.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[saketh's solution](#)

1498.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

1499.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

1500.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[saketh's solution](#)

1501.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[saketh's solution](#)

1502.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[saketh's solution](#)

1503.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[saketh's solution](#)

1504.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[saketh's solution](#)

1505.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[saketh's solution](#)

1506.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[saketh's solution](#)

1507.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[saketh's solution](#)

1508.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)

1509.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[saketh's solution](#)

1510.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[saketh's solution](#)

1511.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[saketh's solution](#)

1512.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)

1513.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

1514.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)**1515.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[saketh's solution](#)**1516.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[saketh's solution](#)**1517.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)**1518.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[saketh's solution](#)**1519.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[saketh's solution](#)**1520.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[saketh's solution](#)**1521.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[saketh's solution](#)**1522.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[saketh's solution](#)**1523.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[saketh's solution](#)

1524.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[saketh's solution](#)

1525.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[saketh's solution](#)

1526.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

1527.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[saketh's solution](#)

1528.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[saketh's solution](#)

1529.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[saketh's solution](#)

1530.

933B

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

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[saketh's solution](#)

1531.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[saketh's solution](#)

1532.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-23 · last AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[saketh's solution](#)

1533.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · last AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

1534.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[saketh's solution](#)

1535.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[saketh's solution](#)

1536.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[saketh's solution](#)

1537.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[saketh's solution](#)

1538.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[saketh's solution](#)

1539.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[saketh's solution](#)

1540.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-01 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[saketh's solution](#)

1541.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[saketh's solution](#)

1542.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[saketh's solution](#)

1543.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[saketh's solution](#)

1544.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[saketh's solution](#)

1545.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[saketh's solution](#)

1546.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[saketh's solution](#)

1547.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[saketh's solution](#)

1548.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[saketh's solution](#)

1549.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[saketh's solution](#)

1550.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[saketh's solution](#)

1551.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[saketh's solution](#)

1552.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[saketh's solution](#)

1553.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[saketh's solution](#)

1554.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

1555.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[saketh's solution](#)

1556.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[saketh's solution](#)

1557.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[saketh's solution](#)

1558.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[saketh's solution](#)

1559.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[saketh's solution](#)

1560.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[saketh's solution](#)

1561.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[saketh's solution](#)

1562.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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1563.

434B

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1564.

1183E

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1185E

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1566.

1200E

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1567.

1198C

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1568.

383C

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1569.

1190D

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1570.

379D

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1571.

1161C

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1572.

1129B

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1573.

1101D

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1574.

1088D

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1575.

1090I

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1576.

1090K

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1577.

1090L

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Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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1578.

1092E

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1579.

1083B

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1580.

1080D

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1581.

1082E

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1582.

1061D

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Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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1583.

1060E

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Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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1584.

1033D

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1585.

1053B

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Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
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1586.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
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1587.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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1588.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
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1589.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[saketh's solution](#)

1590.

889B

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Rating: 2000 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, strings
[saketh's solution](#)

1591.

855C

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1592.

786A

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Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games
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1593.

776D

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Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
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1594.

755D

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1595.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures
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1596.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

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1597.

671B

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[saketh's solution](#)

1598.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[saketh's solution](#)

1599.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, trees
[saketh's solution](#)

1600.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: greedy, implementation
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1601.

101C

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1602.

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · last AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search
[saketh's solution](#)

1603.

201C

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Quality: 1,513 global accepts · Rating: 2000 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

1604.

400D

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Quality: 3,172 global accepts · Rating: 2000 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths
[saketh's solution](#)

1605.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: bitmasks, dp
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1606.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[saketh's solution](#)**1607.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[saketh's solution](#)**1608.**

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2015-07-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)**1609.**

249A

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Rating: 2000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: geometry

[saketh's solution](#)**1610.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[saketh's solution](#)**1611.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[saketh's solution](#)**1612.**

341C

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Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)**1613.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[saketh's solution](#)**1614.**

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[saketh's solution](#)**1615.**

542C

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[saketh's solution](#)**1616.**

540C

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[saketh's solution](#)

1617.

533B

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
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1618.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math
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1619.

513C

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Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: bitmasks, probabilities
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1620.

516B

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Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
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1621.

514C

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Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
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1622.

514D

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1623.

504B

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Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math
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1624.

367C

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1625.

2B

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1626.

388C

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1627.

475D

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Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-12-21 · last AC: 2014-12-21 · GNU C++0x (first AC) · Tags: brute force, data structures, math

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1628.

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

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1629.

494B

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Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

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1630.

474C

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Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: brute force, geometry

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1631.

474E

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Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, sortings, trees

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1632.

492E

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Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: math

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1633.

447D

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Rating: 2000 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: data structures, greedy

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1634.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[saketh's solution](#)

1635.

488D

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Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[saketh's solution](#)

1636.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, implementation

[saketh's solution](#)

1637.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · last AC: 2014-10-30 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[saketh's solution](#)

1638.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: math

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1639.

478D

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[saketh's solution](#)

1640.

466B

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Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: brute force, math

[saketh's solution](#)

1641.

464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[saketh's solution](#)

1642.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-28 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[saketh's solution](#)

1643.

353D

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[saketh's solution](#)

1644.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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1645.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1646.

1684E

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Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[saketh's solution](#)

1647.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[saketh's solution](#)

1648.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[saketh's solution](#)

1649.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[saketh's solution](#)

1650.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[saketh's solution](#)

1651.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[saketh's solution](#)

1652.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[saketh's solution](#)

1653.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[saketh's solution](#)

1654.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[saketh's solution](#)

1655.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[saketh's solution](#)

1656.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

1657.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[saketh's solution](#)

1658.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[saketh's solution](#)

1659.

1420C2

[Pokémon Army \(hard version\) · Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[saketh's solution](#)

1660.

1392E

[Omkar and Duck · Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[saketh's solution](#)

1661.

1372D

[Omkar and Circle · Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[saketh's solution](#)

1662.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[saketh's solution](#)

1663.

1370E

[Binary Subsequence Rotation · Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[saketh's solution](#)

1664.

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[saketh's solution](#)

1665.

1365F

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1695.

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1163D

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333D

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1752.

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1754.

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549H

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1759.

543B

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1762.

525E

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[saketh's solution](#)

1763.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy
[saketh's solution](#)

1764.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation
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1765.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: geometry, math
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1766.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory
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1767.

414C

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Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer
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1768.

348B

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Quality: 2,283 global accepts · Rating: 2100 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: dfs and similar, number theory, trees
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1769.

489F

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1770.

491B

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Quality: 655 global accepts · Rating: 2100 · first AC: 2014-11-24 · last AC: 2014-11-24 · GNU C++0x (first AC) · Tags: greedy, math

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1771.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, math, trees

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1772.

484B

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Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

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1773.

474F

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Quality: 11,594 global accepts · Rating: 2100 · first AC: 2014-11-05 · last AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, math, number theory

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1774.

466E

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Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-24 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

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1775.

457C

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Quality: 945 global accepts · Rating: 2100 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force

[saketh's solution](#)

1776.

431D

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[saketh's solution](#)

1777.

463E

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Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[saketh's solution](#)

1778.

464C

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Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

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1779.

1763E

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Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[saketh's solution](#)

1780.

1763D

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Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[saketh's solution](#)

1781.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1782.

1672E

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Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
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1783.

1618G

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Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings
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1784.

1526D

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Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
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1785.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
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1786.

1467D

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Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[saketh's solution](#)

1787.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
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1788.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
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1789.

1468H

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Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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1790.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2019-08-28 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[saketh's solution](#)

1791.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[saketh's solution](#)

1792.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[saketh's solution](#)

1793.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[saketh's solution](#)

1794.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
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1795.

1437E

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Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[saketh's solution](#)

1796.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[saketh's solution](#)

1797.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[saketh's solution](#)

1798.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · last AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[saketh's solution](#)

1799.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[saketh's solution](#)

1800.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
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1801.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[saketh's solution](#)

1802.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[saketh's solution](#)

1803.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[saketh's solution](#)

1804.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[saketh's solution](#)

1805.

1295E

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Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[saketh's solution](#)

1806.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-09-05 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

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1807.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[saketh's solution](#)

1808.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[saketh's solution](#)

1809.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

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1810.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

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1811.

1261D1

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

Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1812.

1261C

[Arson In Berland Forest · Tutorial](#)

Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

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1813.

1253E

[Antenna Coverage · Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

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1814.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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1815.

1246C

[Rock Is Push · Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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1816.

650C

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Quality: 2,180 global accepts · Rating: 2200 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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1817.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-23 · last AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[saketh's solution](#)

1818.

1234F

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Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1819.

559C

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Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[saketh's solution](#)

1820.

506B

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Rating: 2200 · first AC: 2015-01-18 · last AC: 2019-10-15 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

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1821.

662B

[Graph Coloring · Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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1822.

678E

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1823.

1238E

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1824.

1238F

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1825.

1220E

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1826.

1215E

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1827.

477C

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Rating: 2200 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1828.

1153E

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1829.

1168C

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Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · last AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1830.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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1831.

98B

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Quality: 152 global accepts · Rating: 2200 · first AC: 2019-09-01 · last AC: 2019-09-01 · Python 2 (first AC) · Tags: implementation, probabilities, trees

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1832.

1156D

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Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-08-29 · last AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[saketh's solution](#)**1833.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-08-29 · last AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[saketh's solution](#)**1834.**

1157G

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Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-08-28 · last AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[saketh's solution](#)**1835.**

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[saketh's solution](#)**1836.**

1196F

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Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · last AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[saketh's solution](#)**1837.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[saketh's solution](#)**1838.**

1184B2

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Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[saketh's solution](#)**1839.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)**1840.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[saketh's solution](#)**1841.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data

structures, divide and conquer, dp

[saketh's solution](#)

1842.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · last AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[saketh's solution](#)

1843.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[saketh's solution](#)

1844.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[saketh's solution](#)

1845.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1846.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[saketh's solution](#)

1847.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[saketh's solution](#)

1848.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[saketh's solution](#)

1849.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[saketh's solution](#)

1850.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[saketh's solution](#)

1851.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1852.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[saketh's solution](#)

1853.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · last AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[saketh's solution](#)

1854.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

1855.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · last AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1856.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[saketh's solution](#)

1857.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[saketh's solution](#)

1858.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[saketh's solution](#)

1859.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

1860.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

1861.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[saketh's solution](#)

1862.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[saketh's solution](#)

1863.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

1864.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[saketh's solution](#)

1865.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[saketh's solution](#)

1866.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[saketh's solution](#)

1867.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[saketh's solution](#)

1868.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[saketh's solution](#)

1869.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[saketh's solution](#)

1870.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[saketh's solution](#)

1871.

657B

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[saketh's solution](#)

1872.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[saketh's solution](#)

1873.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[saketh's solution](#)

1874.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[saketh's solution](#)

1875.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2015-11-02 · last AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[saketh's solution](#)

1876.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[saketh's solution](#)

1877.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2200 · first AC: 2015-10-15 · last AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[saketh's solution](#)

1878.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[saketh's solution](#)

1879.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[saketh's solution](#)

1880.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: graph matchings

[saketh's solution](#)

1881.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[saketh's solution](#)

1882.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[saketh's solution](#)

1883.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[saketh's solution](#)

1884.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: greedy

[saketh's solution](#)

1885.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · last AC: 2015-07-06 · GNU C++11 (first AC) · Tags: data structures

[saketh's solution](#)

1886.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: games

[saketh's solution](#)

1887.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[saketh's solution](#)

1888.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[saketh's solution](#)

1889.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[saketh's solution](#)

1890.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

1891.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[saketh's solution](#)

1892.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[saketh's solution](#)

1893.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: binary search, greedy

[saketh's solution](#)

1894.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[saketh's solution](#)

1895.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[saketh's solution](#)

1896.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[saketh's solution](#)

1897.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[saketh's solution](#)

1898.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[saketh's solution](#)

1899.

538E

[Demijurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[saketh's solution](#)

1900.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: dp, greedy

[saketh's solution](#)

1901.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[saketh's solution](#)

1902.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, matrices

[saketh's solution](#)

1903.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,929 global accepts · Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar

[saketh's solution](#)

1904.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation

[saketh's solution](#)

1905.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-27 · last AC: 2014-11-27 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, hashing, math

[saketh's solution](#)

1906.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[saketh's solution](#)

1907.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-09-08 · GNU C++0x (first AC) · Tags: data structures, implementation

[saketh's solution](#)

1908.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: binary search, data structures, ternary search

[saketh's solution](#)

1909.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[saketh's solution](#)

1910.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[saketh's solution](#)

1911.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[saketh's solution](#)

1912.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[saketh's solution](#)

1913.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[saketh's solution](#)

1914.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

1915.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[saketh's solution](#)

1916.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[saketh's solution](#)

1917.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[saketh's solution](#)

1918.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[saketh's solution](#)

1919.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[saketh's solution](#)

1920.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[saketh's solution](#)

1921.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[saketh's solution](#)

1922.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[saketh's solution](#)

1923.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[saketh's solution](#)

1924.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[saketh's solution](#)

1925.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[saketh's solution](#)

1926.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[saketh's solution](#)

1927.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[saketh's solution](#)

1928.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[saketh's solution](#)

1929.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[saketh's solution](#)

1930.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[saketh's solution](#)

1931.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[saketh's solution](#)

1932.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[saketh's solution](#)

1933.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dp, sortings

[saketh's solution](#)

1934.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[saketh's solution](#)

1935.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[saketh's solution](#)

1936.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[saketh's solution](#)

1937.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[saketh's solution](#)

1938.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[saketh's solution](#)

1939.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[saketh's solution](#)

1940.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[saketh's solution](#)

1941.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[saketh's solution](#)

1942.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · last AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[saketh's solution](#)

1943.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[saketh's solution](#)

1944.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[saketh's solution](#)

1945.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two

pointers

[saketh's solution](#)

1946.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[saketh's solution](#)

1947.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[saketh's solution](#)

1948.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[saketh's solution](#)

1949.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[saketh's solution](#)

1950.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[saketh's solution](#)

1951.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[saketh's solution](#)

1952.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[saketh's solution](#)

1953.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[saketh's solution](#)

1954.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[saketh's solution](#)

1955.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[saketh's solution](#)

1956.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

1957.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

1958.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[saketh's solution](#)

1959.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1960.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[saketh's solution](#)

1961.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-08-25 · last AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[saketh's solution](#)

1962.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

1963.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[saketh's solution](#)

1964.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

1965.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[saketh's solution](#)

1966.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

1967.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[saketh's solution](#)

1968.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[saketh's solution](#)

1969.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[saketh's solution](#)

1970.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[saketh's solution](#)

1971.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · last AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[saketh's solution](#)

1972.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[saketh's solution](#)

1973.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[saketh's solution](#)

1974.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[saketh's solution](#)

1975.

1086C

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

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

[saketh's solution](#)

1976.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[saketh's solution](#)

1977.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[saketh's solution](#)

1978.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[saketh's solution](#)

1979.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[saketh's solution](#)

1980.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[saketh's solution](#)

1981.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[saketh's solution](#)

1982.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[saketh's solution](#)

1983.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings
[saketh's solution](#)

1984.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[saketh's solution](#)

1985.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[saketh's solution](#)

1986.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[saketh's solution](#)

1987.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[saketh's solution](#)

1988.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[saketh's solution](#)

1989.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[saketh's solution](#)

1990.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings
[saketh's solution](#)

1991.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[saketh's solution](#)

1992.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[saketh's solution](#)

1993.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[saketh's solution](#)

1994.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[saketh's solution](#)

1995.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · last AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

1996.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[saketh's solution](#)

1997.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[saketh's solution](#)

1998.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[saketh's solution](#)

1999.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: flows, graph matchings

[saketh's solution](#)

2000.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2015-09-09 · last AC: 2015-09-09 · GNU C++11 (first AC) · Tags: math, matrices

[saketh's solution](#)

2001.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2002.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[saketh's solution](#)

2003.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[saketh's solution](#)

2004.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-01 · last AC: 2015-07-02 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[saketh's solution](#)

2005.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[saketh's solution](#)

2006.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[saketh's solution](#)

2007.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[saketh's solution](#)

2008.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[saketh's solution](#)

2009.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[saketh's solution](#)

2010.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-31 · last AC: 2014-12-31 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[saketh's solution](#)

2011.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[saketh's solution](#)

2012.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

2013.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: probabilities

[saketh's solution](#)

2014.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

2015.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[saketh's solution](#)

2016.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: binary search, dp

[saketh's solution](#)

2017.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: flows, graph matchings

[saketh's solution](#)

2018.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[saketh's solution](#)

2019.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: dp, games

[saketh's solution](#)

2020.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2021.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[saketh's solution](#)

2022.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[saketh's solution](#)

2023.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[saketh's solution](#)

2024.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[saketh's solution](#)

2025.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[saketh's solution](#)

2026.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-01-07 · last AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[saketh's solution](#)

2027.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[saketh's solution](#)

2028.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[saketh's solution](#)

2029.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[saketh's solution](#)

2030.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[saketh's solution](#)

2031.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-10-28 · last AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[saketh's solution](#)

2032.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · last AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[saketh's solution](#)

2033.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2019-05-30 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[saketh's solution](#)

2034.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[saketh's solution](#)

2035.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[saketh's solution](#)

2036.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[saketh's solution](#)

2037.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

2038.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

flows, geometry, greedy, implementation, math, ternary search

[saketh's solution](#)

2039.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[saketh's solution](#)

2040.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[saketh's solution](#)

2041.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[saketh's solution](#)

2042.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[saketh's solution](#)

2043.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[saketh's solution](#)

2044.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[saketh's solution](#)

2045.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[saketh's solution](#)

2046.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[saketh's solution](#)

2047.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[saketh's solution](#)

2048.

1370F1

[The Hidden Pair \(Easy Version\) · Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[saketh's solution](#)

2049.

1358E

[Are You Fired? · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[saketh's solution](#)

2050.

1348E

[Phoenix and Berries · Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[saketh's solution](#)

2051.

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[saketh's solution](#)

2052.

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

[saketh's solution](#)

2053.

1267A

[Apprentice Learning Trajectory · Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-01-31 · last AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2054.

1282E

[The Cake Is a Lie · Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[saketh's solution](#)

2055.

674C

[Levels and Regions · Tutorial](#)

Rating: 2400 · first AC: 2020-01-03 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[saketh's solution](#)

2056.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[saketh's solution](#)

2057.

1264C

[Beautiful Mirrors with queries · Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[saketh's solution](#)

2058.

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-12-11 · last AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[saketh's solution](#)

2059.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2019-12-04 · last AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[saketh's solution](#)

2060.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2019-12-04 · last AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[saketh's solution](#)

2061.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-09-02 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[saketh's solution](#)

2062.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[saketh's solution](#)

2063.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[saketh's solution](#)

2064.

1261D2

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

Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[saketh's solution](#)

2065.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2019-11-15 · last AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[saketh's solution](#)

2066.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[saketh's solution](#)

2067.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[saketh's solution](#)

2068.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[saketh's solution](#)

2069.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[saketh's solution](#)

2070.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[saketh's solution](#)

2071.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[saketh's solution](#)

2072.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[saketh's solution](#)

2073.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[saketh's solution](#)

2074.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[saketh's solution](#)

2075.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-13 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[saketh's solution](#)

2076.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · last AC: 2019-10-15 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[saketh's solution](#)

2077.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-29 · last AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[saketh's solution](#)

2078.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, probabilities
[saketh's solution](#)

2079.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing
[saketh's solution](#)

2080.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[saketh's solution](#)

2081.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[saketh's solution](#)

2082.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[saketh's solution](#)

2083.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[saketh's solution](#)

2084.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[saketh's solution](#)

2085.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[saketh's solution](#)

2086.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[saketh's solution](#)

2087.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · last AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[saketh's solution](#)

2088.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2019-08-24 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[saketh's solution](#)

2089.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[saketh's solution](#)

2090.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[saketh's solution](#)

2091.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[saketh's solution](#)

2092.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[saketh's solution](#)

2093.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[saketh's solution](#)

2094.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-07-06 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[saketh's solution](#)

2095.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[saketh's solution](#)

2096.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-29 · last AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[saketh's solution](#)

2097.

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

[saketh's solution](#)

2098.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[saketh's solution](#)

2099.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[saketh's solution](#)

2100.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[saketh's solution](#)

2101.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[saketh's solution](#)

2102.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[saketh's solution](#)

2103.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[saketh's solution](#)

2104.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[saketh's solution](#)

2105.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[saketh's solution](#)

2106.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
[saketh's solution](#)

2107.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[saketh's solution](#)

2108.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[saketh's solution](#)

2109.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[saketh's solution](#)

2110.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-20 · last AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[saketh's solution](#)

2111.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

2112.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2113.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-12-07 · last AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[saketh's solution](#)

2114.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · last AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[saketh's solution](#)

2115.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2116.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-30 · last AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[saketh's solution](#)

2117.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[saketh's solution](#)

2118.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[saketh's solution](#)

2119.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · last AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing
[saketh's solution](#)

2120.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-22 · last AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[saketh's solution](#)

2121.

1016E

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[saketh's solution](#)

2122.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-18 · last AC: 2018-07-18 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[saketh's solution](#)

2123.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[saketh's solution](#)

2124.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[saketh's solution](#)

2125.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities
[saketh's solution](#)

2126.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[saketh's solution](#)

2127.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

2128.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, probabilities
[saketh's solution](#)

2129.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[saketh's solution](#)

2130.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[saketh's solution](#)

2131.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-22 · last AC: 2016-08-22 · GNU C++11 (first AC) · Tags: data structures

[saketh's solution](#)

2132.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[saketh's solution](#)

2133.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[saketh's solution](#)

2134.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[saketh's solution](#)

2135.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[saketh's solution](#)

2136.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[saketh's solution](#)

2137.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[saketh's solution](#)

2138.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dp, matrices

[saketh's solution](#)

2139.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · last AC: 2015-10-06 · GNU C++11 (first AC) · Tags: number theory

[saketh's solution](#)

2140.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers
[saketh's solution](#)

2141.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees
[saketh's solution](#)

2142.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: data structures
[saketh's solution](#)

2143.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[saketh's solution](#)

2144.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: data structures, sortings
[saketh's solution](#)

2145.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[saketh's solution](#)

2146.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: dp, implementation
[saketh's solution](#)

2147.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: dp, probabilities
[saketh's solution](#)

2148.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[saketh's solution](#)

2149.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, sortings
[saketh's solution](#)

2150.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[saketh's solution](#)

2151.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, two pointers

[saketh's solution](#)

2152.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[saketh's solution](#)

2153.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[saketh's solution](#)

2154.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[saketh's solution](#)

2155.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: data structures, sortings

[saketh's solution](#)

2156.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[saketh's solution](#)

2157.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2014-09-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[saketh's solution](#)

2158.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[saketh's solution](#)

2159.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[saketh's solution](#)

2160.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[saketh's solution](#)

2161.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
[saketh's solution](#)

2162.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[saketh's solution](#)

2163.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[saketh's solution](#)

2164.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[saketh's solution](#)

2165.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2020-11-16 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings
[saketh's solution](#)

2166.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[saketh's solution](#)

2167.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
[saketh's solution](#)

2168.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[saketh's solution](#)

2169.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[saketh's solution](#)

2170.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2020-10-08 · last AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs

and similar, dsu, graphs

[saketh's solution](#)

2171.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[saketh's solution](#)

2172.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[saketh's solution](#)

2173.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[saketh's solution](#)

2174.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[saketh's solution](#)

2175.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[saketh's solution](#)

2176.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[saketh's solution](#)

2177.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[saketh's solution](#)

2178.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[saketh's solution](#)

2179.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[saketh's solution](#)

2180.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[saketh's solution](#)

2181.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[saketh's solution](#)

2182.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[saketh's solution](#)

2183.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[saketh's solution](#)

2184.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2185.

1314B

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

Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[saketh's solution](#)

2186.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[saketh's solution](#)

2187.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2020-01-11 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

2188.

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

[saketh's solution](#)

2189.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[saketh's solution](#)

2190.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-11-16 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[saketh's solution](#)

2191.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[saketh's solution](#)

2192.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[saketh's solution](#)

2193.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-11 · last AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[saketh's solution](#)

2194.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2019-10-27 · last AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[saketh's solution](#)

2195.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[saketh's solution](#)

2196.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[saketh's solution](#)

2197.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · last AC: 2019-10-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[saketh's solution](#)

2198.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[saketh's solution](#)

2199.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-10-11 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[saketh's solution](#)

2200.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-17 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and

conquer, fft

[saketh's solution](#)

2201.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[saketh's solution](#)

2202.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[saketh's solution](#)

2203.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[saketh's solution](#)

2204.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[saketh's solution](#)

2205.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[saketh's solution](#)

2206.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[saketh's solution](#)

2207.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-09-06 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2208.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[saketh's solution](#)

2209.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[saketh's solution](#)

2210.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[saketh's solution](#)

2211.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[saketh's solution](#)

2212.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-20 · last AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

2213.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[saketh's solution](#)

2214.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-07-28 · last AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[saketh's solution](#)

2215.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[saketh's solution](#)

2216.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[saketh's solution](#)

2217.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[saketh's solution](#)

2218.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-11-06 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[saketh's solution](#)

2219.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[saketh's solution](#)

2220.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

2221.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[saketh's solution](#)

2222.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[saketh's solution](#)

2223.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2019-06-28 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2224.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[saketh's solution](#)

2225.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2019-06-25 · last AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[saketh's solution](#)

2226.

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

[saketh's solution](#)

2227.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-05-02 · last AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[saketh's solution](#)

2228.

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

[saketh's solution](#)

2229.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

2230.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[saketh's solution](#)

2231.

1086D

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

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

[saketh's solution](#)

2232.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[saketh's solution](#)

2233.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · last AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[saketh's solution](#)

2234.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

2235.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · last AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[saketh's solution](#)

2236.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[saketh's solution](#)

2237.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: trees

[saketh's solution](#)

2238.

1053C

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

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[saketh's solution](#)

2239.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[saketh's solution](#)

2240.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[saketh's solution](#)

2241.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[saketh's solution](#)

2242.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[saketh's solution](#)

2243.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[saketh's solution](#)

2244.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-30 · last AC: 2016-11-30 · GNU C++11 (first AC) · Tags: dp, games

[saketh's solution](#)

2245.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[saketh's solution](#)

2246.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: data structures

[saketh's solution](#)

2247.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[saketh's solution](#)

2248.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[saketh's solution](#)

2249.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: geometry, sortings

[saketh's solution](#)

2250.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, strings

[saketh's solution](#)

2251.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · last AC: 2015-09-26 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[saketh's solution](#)

2252.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[saketh's solution](#)

2253.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[saketh's solution](#)

2254.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: dp, matrices

[saketh's solution](#)

2255.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[saketh's solution](#)

2256.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[saketh's solution](#)

2257.

544E

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

Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

2258.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

2259.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[saketh's solution](#)

2260.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, combinatorics, implementation

[saketh's solution](#)

2261.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation, math

[saketh's solution](#)

2262.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[saketh's solution](#)

2263.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: dp, matrices

[saketh's solution](#)

2264.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: binary search, implementation, sortings, two pointers

[saketh's solution](#)

2265.

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[saketh's solution](#)

2266.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, math

[saketh's solution](#)

2267.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp

[saketh's solution](#)

2268.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, math

[saketh's solution](#)

2269.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[saketh's solution](#)

2270.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[saketh's solution](#)

2271.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[saketh's solution](#)

2272.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · last AC: 2021-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[saketh's solution](#)

2273.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[saketh's solution](#)

2274.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[saketh's solution](#)

2275.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[saketh's solution](#)

2276.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[saketh's solution](#)

2277.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[saketh's solution](#)

2278.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · last AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[saketh's solution](#)

2279.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[saketh's solution](#)

2280.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[saketh's solution](#)

2281.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-15 · last AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[saketh's solution](#)

2282.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[saketh's solution](#)

2283.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[saketh's solution](#)

2284.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-08 · last AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[saketh's solution](#)

2285.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[saketh's solution](#)

2286.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[saketh's solution](#)

2287.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[saketh's solution](#)

2288.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[saketh's solution](#)

2289.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[saketh's solution](#)

2290.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[saketh's solution](#)

2291.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[saketh's solution](#)

2292.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[saketh's solution](#)

2293.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[saketh's solution](#)

2294.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[saketh's solution](#)

2295.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · last AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[saketh's solution](#)

2296.

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[saketh's solution](#)

2297.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[saketh's solution](#)

2298.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2299.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[saketh's solution](#)

2300.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · last AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[saketh's solution](#)

2301.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[saketh's solution](#)

2302.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

2303.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[saketh's solution](#)

2304.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[saketh's solution](#)

2305.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2306.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-10-15 · last AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[saketh's solution](#)

2307.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[saketh's solution](#)

2308.

1240D

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

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

[saketh's solution](#)

2309.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · last AC: 2019-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[saketh's solution](#)

2310.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

2311.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[saketh's solution](#)

2312.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[saketh's solution](#)

2313.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2019-09-12 · last AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[saketh's solution](#)

2314.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2019-09-09 · last AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[saketh's solution](#)

2315.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-09-06 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[saketh's solution](#)

2316.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[saketh's solution](#)

2317.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-08-28 · last AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[saketh's solution](#)

2318.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[saketh's solution](#)

2319.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[saketh's solution](#)

2320.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2015-10-06 · last AC: 2019-06-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[saketh's solution](#)

2321.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[saketh's solution](#)

2322.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-06-26 · last AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer, dsu

[saketh's solution](#)

2323.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2324.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[saketh's solution](#)

2325.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · last AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[saketh's solution](#)

2326.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-05-13 · last AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

2327.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[saketh's solution](#)

2328.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[saketh's solution](#)

2329.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[saketh's solution](#)

2330.

1081F

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Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[saketh's solution](#)

2331.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[saketh's solution](#)

2332.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[saketh's solution](#)

2333.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-19 · last AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[saketh's solution](#)

2334.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-05 · last AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[saketh's solution](#)

2335.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[saketh's solution](#)

2336.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[saketh's solution](#)

2337.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[saketh's solution](#)

2338.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: graphs

[saketh's solution](#)

2339.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[saketh's solution](#)

2340.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[saketh's solution](#)

2341.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[saketh's solution](#)

2342.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy

[saketh's solution](#)

2343.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[saketh's solution](#)

2344.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-09-03 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: 2-sat, greedy
[saketh's solution](#)

2345.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[saketh's solution](#)

2346.

249C

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

Rating: 2600 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: dp, probabilities
[saketh's solution](#)

2347.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2015-06-29 · last AC: 2015-06-29 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings
[saketh's solution](#)

2348.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[saketh's solution](#)

2349.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[saketh's solution](#)

2350.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[saketh's solution](#)

2351.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: implementation, math
[saketh's solution](#)

2352.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, probabilities
[saketh's solution](#)

2353.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[saketh's solution](#)

2354.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: dp, graphs

[saketh's solution](#)

2355.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[saketh's solution](#)

2356.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[saketh's solution](#)

2357.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-05-30 · last AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[saketh's solution](#)

2358.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[saketh's solution](#)

2359.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[saketh's solution](#)

2360.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · last AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)

2361.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[saketh's solution](#)

2362.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[saketh's solution](#)

2363.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

string suffix structures, strings

[saketh's solution](#)

2364.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-06 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[saketh's solution](#)

2365.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[saketh's solution](#)

2366.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[saketh's solution](#)

2367.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[saketh's solution](#)

2368.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[saketh's solution](#)

2369.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[saketh's solution](#)

2370.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[saketh's solution](#)

2371.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[saketh's solution](#)

2372.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[saketh's solution](#)

2373.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[saketh's solution](#)

2374.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[saketh's solution](#)

2375.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[saketh's solution](#)

2376.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

2377.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[saketh's solution](#)

2378.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-30 · last AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[saketh's solution](#)

2379.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[saketh's solution](#)

2380.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[saketh's solution](#)

2381.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2382.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-22 · last AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[saketh's solution](#)

2383.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[saketh's solution](#)

2384.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-27 · last AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[saketh's solution](#)

2385.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2019-09-04 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[saketh's solution](#)

2386.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[saketh's solution](#)

2387.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-23 · last AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[saketh's solution](#)

2388.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees

[saketh's solution](#)

2389.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-10-18 · last AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2390.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[saketh's solution](#)

2391.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[saketh's solution](#)

2392.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[saketh's solution](#)

2393.

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

[saketh's solution](#)

2394.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat
[saketh's solution](#)

2395.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[saketh's solution](#)

2396.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[saketh's solution](#)

2397.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[saketh's solution](#)

2398.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[saketh's solution](#)

2399.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[saketh's solution](#)

2400.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[saketh's solution](#)

2401.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[saketh's solution](#)

2402.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices
[saketh's solution](#)

2403.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · last AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[saketh's solution](#)

2404.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-15 · last AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[saketh's solution](#)

2405.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[saketh's solution](#)

2406.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[saketh's solution](#)

2407.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[saketh's solution](#)

2408.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[saketh's solution](#)

2409.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-27 · last AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[saketh's solution](#)

2410.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-11-16 · last AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[saketh's solution](#)

2411.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[saketh's solution](#)

2412.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[saketh's solution](#)

2413.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[saketh's solution](#)

2414.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[saketh's solution](#)

2415.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-29 · last AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[saketh's solution](#)

2416.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[saketh's solution](#)

2417.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[saketh's solution](#)

2418.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: dp
[saketh's solution](#)

2419.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2015-06-12 · last AC: 2015-06-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[saketh's solution](#)

2420.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-01-03 · last AC: 2015-01-03 · GNU C++0x (first AC) · Tags: dp, matrices
[saketh's solution](#)

2421.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-01 · last AC: 2015-01-01 · GNU C++0x (first AC) · Tags: divide and conquer, dp
[saketh's solution](#)

2422.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-12-28 · last AC: 2014-12-31 · GNU C++0x (first AC) · Tags: combinatorics, probabilities
[saketh's solution](#)

2423.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities
[saketh's solution](#)

2424.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: data structures
[saketh's solution](#)

2425.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: constructive algorithms, math, matrices
[saketh's solution](#)

2426.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-08 · GNU C++0x (first AC) · Tags: dp, probabilities

[saketh's solution](#)

2427.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[saketh's solution](#)

2428.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[saketh's solution](#)

2429.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2020-11-13 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[saketh's solution](#)

2430.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[saketh's solution](#)

2431.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[saketh's solution](#)

2432.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[saketh's solution](#)

2433.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

2434.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[saketh's solution](#)

2435.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[saketh's solution](#)

2436.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[saketh's solution](#)

2437.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[saketh's solution](#)

2438.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[saketh's solution](#)

2439.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-26 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[saketh's solution](#)

2440.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[saketh's solution](#)

2441.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[saketh's solution](#)

2442.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[saketh's solution](#)

2443.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-03 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[saketh's solution](#)

2444.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2019-09-09 · last AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[saketh's solution](#)

2445.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2019-11-14 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

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2446.

559D

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Quality: 475 global accepts · Rating: 2800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities

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2447.

288E

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Quality: 347 global accepts · Rating: 2800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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2448.

1033F

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Quality: 462 global accepts · Rating: 2800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

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2449.

1012D

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Quality: 426 global accepts · Rating: 2800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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2450.

418D

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Quality: 546 global accepts · Rating: 2800 · first AC: 2019-09-06 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

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2451.

1214H

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Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

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2452.

776F

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Quality: 511 global accepts · Rating: 2800 · first AC: 2019-09-03 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

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2453.

1208G

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2454.

1098D

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2455.

555E

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Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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2456.

1109C

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2457.

1082F

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Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

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2458.

1071D

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Rating: 2800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

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2459.

1067E

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Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[saketh's solution](#)

2460.

1033E

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2461.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

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2462.

736D

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Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

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2463.

722F

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Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

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2464.

568D

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Quality: 319 global accepts · Rating: 2800 · first AC: 2015-09-08 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[saketh's solution](#)

2465.

547E

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Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-06-01 · last AC: 2015-07-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[saketh's solution](#)

2466.

549F

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Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[saketh's solution](#)

2467.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: greedy
[saketh's solution](#)

2468.

493E

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Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: math
[saketh's solution](#)

2469.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
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2470.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[saketh's solution](#)

2471.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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2472.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[saketh's solution](#)

2473.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-24 · last AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[saketh's solution](#)

2474.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
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2475.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-23 · last AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows
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2476.

1280E

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Quality: 229 global accepts · Rating: 2900 · first AC: 2020-01-17 · last AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[saketh's solution](#)

2477.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[saketh's solution](#)

2478.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[saketh's solution](#)

2479.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-19 · last AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[saketh's solution](#)

2480.

1266F

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Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[saketh's solution](#)

2481.

1055F

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Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-16 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees
[saketh's solution](#)

2482.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-11-11 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[saketh's solution](#)

2483.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
[saketh's solution](#)

2484.

722E

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Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-03 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, dp
[saketh's solution](#)

2485.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[saketh's solution](#)

2486.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[saketh's solution](#)

2487.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[saketh's solution](#)

2488.

1146H

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Quality: 680 global accepts · Rating: 2900 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[saketh's solution](#)

2489.

1078D

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2490.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[saketh's solution](#)

2491.

1172D

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Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[saketh's solution](#)

2492.

1129D

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Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-25 · last AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[saketh's solution](#)

2493.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[saketh's solution](#)

2494.

1083C

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Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
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2495.

1056G

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2496.

788E

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2497.

763E

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2498.

763D

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Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[saketh's solution](#)

2499.

741D

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Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

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2500.

736E

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Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math

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2501.

725F

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Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: games, greedy

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2502.

724E

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Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: dp, flows, greedy

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2503.

704C

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Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[saketh's solution](#)

2504.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

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2505.

671D

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Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-23 · last AC: 2016-05-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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2506.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

2507.

587E

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Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: data structures

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2508.

1787G

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Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
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2509.

1667E

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Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
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2510.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

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2511.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-11-12 · last AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

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2512.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-11-20 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[saketh's solution](#)

2513.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-29 · last AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[saketh's solution](#)

2514.

1446D2

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Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[saketh's solution](#)

2515.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[saketh's solution](#)

2516.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[saketh's solution](#)

2517.

1320E

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Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[saketh's solution](#)

2518.

1299D

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Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-11 · last AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[saketh's solution](#)

2519.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[saketh's solution](#)

2520.

739E

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Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-11-30 · last AC: 2020-01-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[saketh's solution](#)

2521.

150E

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Quality: 1,034 global accepts · Rating: 3000 · first AC: 2019-12-10 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

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2522.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-10-17 · last AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[saketh's solution](#)

2523.

526F

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Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-08 · last AC: 2019-10-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[saketh's solution](#)

2524.

997E

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Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2525.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[saketh's solution](#)

2526.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[saketh's solution](#)

2527.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[saketh's solution](#)

2528.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[saketh's solution](#)

2529.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-06-20 · last AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[saketh's solution](#)

2530.

1181E2

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

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[saketh's solution](#)

2531.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[saketh's solution](#)

2532.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[saketh's solution](#)

2533.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[saketh's solution](#)

2534.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

2535.

1019C

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Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[saketh's solution](#)

2536.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: binary search, interactive
[saketh's solution](#)

2537.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: two pointers
[saketh's solution](#)

2538.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-08 · last AC: 2015-10-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[saketh's solution](#)

2539.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[saketh's solution](#)

2540.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2541.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2020-02-21 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[saketh's solution](#)

2542.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[saketh's solution](#)

2543.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-10-27 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2544.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2545.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · last AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[saketh's solution](#)

2546.

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[saketh's solution](#)

2547.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[saketh's solution](#)

2548.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2549.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[saketh's solution](#)

2550.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[saketh's solution](#)

2551.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2019-09-11 · last AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[saketh's solution](#)

2552.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[saketh's solution](#)

2553.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[saketh's solution](#)

2554.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-17 · last AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[saketh's solution](#)

2555.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[saketh's solution](#)

2556.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[saketh's solution](#)

2557.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-26 · last AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[saketh's solution](#)

2558.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[saketh's solution](#)

2559.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[saketh's solution](#)

2560.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[saketh's solution](#)

2561.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[saketh's solution](#)

2562.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[saketh's solution](#)

2563.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-01-26 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[saketh's solution](#)

2564.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[saketh's solution](#)

2565.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[saketh's solution](#)

2566.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2567.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2019-08-27 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[saketh's solution](#)

2568.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-23 · last AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[saketh's solution](#)

2569.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-17 · last AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[saketh's solution](#)

2570.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[saketh's solution](#)

2571.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[saketh's solution](#)

2572.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[saketh's solution](#)

2573.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[saketh's solution](#)

2574.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-10 · last AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[saketh's solution](#)

2575.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-11-05 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: graph matchings, strings
[saketh's solution](#)

2576.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy
[saketh's solution](#)

2577.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-20 · last AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[saketh's solution](#)

2578.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[saketh's solution](#)

2579.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[saketh's solution](#)

2580.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2019-10-20 · last AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, trees

[saketh's solution](#)

2581.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-28 · last AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[saketh's solution](#)

2582.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[saketh's solution](#)

2583.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[saketh's solution](#)

2584.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[saketh's solution](#)

2585.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[saketh's solution](#)

2586.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2016-12-24 · last AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[saketh's solution](#)

2587.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[saketh's solution](#)

2588.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[saketh's solution](#)

2589.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[saketh's solution](#)

2590.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[saketh's solution](#)

2591.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[saketh's solution](#)

2592.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[saketh's solution](#)

2593.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2594.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2595.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2596.

100923D

[Por Costel and the Censorship Committee](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2597.

102824L

[Building Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2598.

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2599.

102824J

[Tanya's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2600.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2601.

102824H

[The Flock of Rams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2602.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2603.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2604.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2605.

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2606.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[saketh's solution](#)

2607.

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[saketh's solution](#)

2608.

102802L

[Outbreak](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2609.

102802J

[Cake Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · Java 8 (first AC) · Tags: —

[saketh's solution](#)

2610.

102802I

[Contradictory Canelé](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2611.

102802K

[Lost Child](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2612.

102802G

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

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2613.

102802H

[Secret Base](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2614.

102802E

[Coffee Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2615.

102802C

[Mountain Mileage](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2616.

102802D

[Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2617.

102802F

[Hot Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · Java 8 (first AC) · Tags: —
[saketh's solution](#)

2618.

102802B

[Frosting Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2619.

102802A

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2620.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2621.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2622.

102621E

[Turtle Tribulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2623.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[saketh's solution](#)

2624.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2625.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2626.

102621L

[Zookeepers Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[saketh's solution](#)

2627.

102503J

[Mildly Irritated Gandhi](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2628.

102503N

[Holy Smokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2629.

102503O

[Gravity Superfight](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2630.

102503K

[Shoedoku](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · PyPy 2 (first AC) · Tags: —
[saketh's solution](#)

2631.

102503I

[Pakain ng Pahiyas 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2632.

102503L

[Arnis Ball](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2633.

102503M

[Señorita](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2634.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2635.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2636.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2637.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2638.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2639.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2640.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[saketh's solution](#)

2641.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · last AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2642.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[saketh's solution](#)

2643.

102275C

[Grading](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2644.

102275B

[Bitstrings as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2645.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2646.

100551E

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

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2647.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2019-06-14 · last AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2648.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[saketh's solution](#)

2649.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[saketh's solution](#)

2650.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[saketh's solution](#)

2651.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2652.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2653.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2654.

101612H

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

Rating: — · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2655.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2656.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[saketh's solution](#)

2657.

101612L

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

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2658.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2659.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2660.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2661.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2662.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[saketh's solution](#)

2663.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-04 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2664.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2665.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2666.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2667.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2668.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2669.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2670.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2671.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2672.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2673.

100699N4

[tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2674.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2675.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2676.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2677.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2678.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2679.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2680.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2681.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2682.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2683.

100863B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2684.

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2685.

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2686.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2687.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2688.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2689.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2690.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-27 · Python 2 (first AC) · Tags: —

[saketh's solution](#)

2691.

100492H

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

Rating: — · first AC: 2015-12-27 · Python 2 (first AC) · Tags: —

[saketh's solution](#)

2692.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-26 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2693.

100492B

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

Rating: — · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2694.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2695.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2696.

100694C

[Modern Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2697.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2698.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2699.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2700.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2701.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2702.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: —
[saketh's solution](#)

2703.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2704.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: —
[saketh's solution](#)

2705.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2706.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: —
[saketh's solution](#)

2707.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2708.

100268G

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

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2709.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2710.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —
[saketh's solution](#)

2711.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2712.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2713.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2714.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2715.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2716.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2717.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2718.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2719.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2720.

100796E

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

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2721.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2722.

100610I

[Ideal Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2723.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2724.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2725.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2726.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2727.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2728.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[saketh's solution](#)

2729.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: data structures

[saketh's solution](#)

2730.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

2731.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: implementation

[saketh's solution](#)

2732.

100733J

[Summer Wars](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2733.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2734.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2735.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2736.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2737.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2738.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2739.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2740.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2741.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2742.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2743.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2744.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2745.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2746.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2747.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2748.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2749.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[saketh's solution](#)

2750.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[saketh's solution](#)

2751.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[saketh's solution](#)

2752.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2753.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2754.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2755.

100524A

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

Rating: — · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2756.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · last AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2757.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2758.

100662C

[Dijkstra](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2759.

100662B

[Infinite House of Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2760.

100662A

[Standing Ovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[saketh's solution](#)

2761.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

2762.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2763.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, math

[saketh's solution](#)

2764.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: implementation

[saketh's solution](#)

2765.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

[saketh's solution](#)

2766.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2014-12-27 · last AC: 2014-12-28 · GNU C++0x (first AC) · Tags: combinatorics, math

[saketh's solution](#)

2767.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2014-12-27 · GNU C++0x (first AC) · Tags: math, number theory

[saketh's solution](#)

2768.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2014-12-27 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[saketh's solution](#)

2769.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: data structures

[saketh's solution](#)

2770.

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: constructive algorithms

[saketh's solution](#)

2771.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: dp, probabilities

[saketh's solution](#)

2772.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[saketh's solution](#)

2773.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: data structures

[saketh's solution](#)

2774.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2775.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2776.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2777.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2778.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2779.

100506C

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

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2780.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2781.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2782.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2783.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2784.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2785.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2786.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2787.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2788.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2789.

100494H

[Hard Evidence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2790.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2791.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2792.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2793.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2794.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2795.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2796.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2797.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2798.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2799.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2800.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2801.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2802.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2803.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2804.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2805.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2806.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[saketh's solution](#)

2807.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2808.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2809.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2810.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2811.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2812.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2813.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2814.

100030E

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

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2815.

100030A

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

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2816.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2817.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2818.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2819.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · last AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2820.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2821.

100405E

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

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2822.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2823.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2824.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2825.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2826.

100460I

[Magic and Sword](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2827.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2828.

100460A

[Golden Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2829.

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2830.

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2831.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2832.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2833.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2834.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2835.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2836.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2837.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2838.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2839.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2840.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2841.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2842.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2843.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2844.

100247A

[The Power of the Dark Side](#) · Tutorial

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2845.

100247C

[Victor's Research](#) · Tutorial

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2846.

100247B

[Similar Strings](#) · Tutorial

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2847.

100247D

[Hamming Distance](#) · Tutorial

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2848.

100247H

[Secret Information](#) · Tutorial

Rating: — · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2849.

100519C

[CIA Datacenter](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2850.

100519A

[Advanced 2048](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2851.

100519F

[Friends](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2852.

100519E

[Equal Digits](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2853.

100519D

[Do it Right!](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2854.

100482D

[Lightning](#) · Tutorial

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2855.

100482E

[Magical Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2856.

100482I

[Searching](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2857.

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2858.

100482H

[Real Magic](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2859.

100482G

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2860.

100482J

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2861.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2862.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2863.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2864.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2865.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2866.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2867.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2868.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2869.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2870.

100488M

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2871.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2872.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2873.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2874.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —
[saketh's solution](#)

2875.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —
[saketh's solution](#)

2876.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2877.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2878.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2879.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2880.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2881.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2882.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2883.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2884.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2885.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2886.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2887.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2888.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2889.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2890.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2891.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2892.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2893.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2894.

100495H

[Sugar and Salt](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2895.

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2896.

100495J

[Unnamed numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2897.

100495F

[Snake++](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2898.

100495A

[Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2899.

100495C

[I need some help!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2900.

100495B

[Don't swear!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2901.

100495K

[Wolf and sheep](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2902.

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[saketh's solution](#)

2903.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[saketh's solution](#)

2904.

100518E

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