

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — sammochen

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

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

Filters: none

Count: 1,675

1.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[sammochen's solution](#)

2.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

3.

2184A

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

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

4.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

5.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

6.

2210A

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

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[sammochen's solution](#)

7.

2218C

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

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

8.

2218B

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

Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

9.

2218A

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

Quality: 34,980 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math
[sammochen's solution](#)

10.

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sammochen's solution](#)

11.

1789A

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

Quality: 33,011 global accepts · Rating: 800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[sammochen's solution](#)

12.

2195A

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

Quality: 35,471 global accepts · Rating: 800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

13.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[sammochen's solution](#)

14.

1791C

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

Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[sammochen's solution](#)

15.

1791B

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

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[sammochen's solution](#)

16.

1791A

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

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

17.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[sammochen's solution](#)

18.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[sammochen's solution](#)

19.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[sammochen's solution](#)

20.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[sammochen's solution](#)

- 21.**
1761A
[Two Permutations](#) · [Tutorial](#)
Quality: 36,639 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[sammochen's solution](#)
- 22.**
1759B
[Lost Permutation](#) · [Tutorial](#)
Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[sammochen's solution](#)
- 23.**
1759A
[Yes-Yes?](#) · [Tutorial](#)
Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[sammochen's solution](#)
- 24.**
1621A
[Stable Arrangement of Rooks](#) · [Tutorial](#)
Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[sammochen's solution](#)
- 25.**
1736A
[Make A Equal to B](#) · [Tutorial](#)
Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[sammochen's solution](#)
- 26.**
1750B
[Maximum Substring](#) · [Tutorial](#)
Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[sammochen's solution](#)
- 27.**
1750A
[Indirect Sort](#) · [Tutorial](#)
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[sammochen's solution](#)
- 28.**
1747A
[Two Groups](#) · [Tutorial](#)
Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[sammochen's solution](#)
- 29.**
1740B
[Jumbo Extra Cheese 2](#) · [Tutorial](#)
Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[sammochen's solution](#)
- 30.**
1740A
[Factorise N+M](#) · [Tutorial](#)
Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[sammochen's solution](#)
- 31.**
1754B
[Kevin and Permutation](#) · [Tutorial](#)
Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

32.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

33.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

34.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[sammochen's solution](#)

35.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

36.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

37.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

38.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

39.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[sammochen's solution](#)

40.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

41.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

42.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

43.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,332 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sammochen's solution](#)

44.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

45.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

46.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

47.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sammochen's solution](#)

48.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[sammochen's solution](#)

49.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[sammochen's solution](#)

50.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sammochen's solution](#)

51.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[sammochen's solution](#)

52.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math
[sammochen's solution](#)

53.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

54.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[sammochen's solution](#)

55.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[sammochen's solution](#)

56.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

57.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

58.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

59.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

60.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

61.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

62.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

63.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

64.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

65.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[sammochen's solution](#)

66.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

67.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

68.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[sammochen's solution](#)

69.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

70.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[sammochen's solution](#)

71.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[sammochen's solution](#)

72.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

73.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

74.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[sammochen's solution](#)

75.

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[sammochen's solution](#)

76.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

77.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

78.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

79.

1713A

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

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[sammochen's solution](#)

80.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

81.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sammochen's solution](#)

82.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

83.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[sammochen's solution](#)

84.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

85.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

- 86.**
1658B
[Marin and Anti-coprime Permutation](#) · [Tutorial](#)
Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[sammochen's solution](#)
- 87.**
1658A
[Marin and Photoshoot](#) · [Tutorial](#)
Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[sammochen's solution](#)
- 88.**
1624A
[Plus One on the Subset](#) · [Tutorial](#)
Quality: 60,284 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[sammochen's solution](#)
- 89.**
1709A
[Three Doors](#) · [Tutorial](#)
Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[sammochen's solution](#)
- 90.**
1708A
[Difference Operations](#) · [Tutorial](#)
Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sammochen's solution](#)
- 91.**
1706A
[Another String Minimization Problem](#) · [Tutorial](#)
Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[sammochen's solution](#)
- 92.**
1705A
[Mark the Photographer](#) · [Tutorial](#)
Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)
- 93.**
1703C
[Cypher](#) · [Tutorial](#)
Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[sammochen's solution](#)
- 94.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)
- 95.**
1703A
[YES or YES?](#) · [Tutorial](#)
Quality: 97,264 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[sammochen's solution](#)
- 96.**
1702B
[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

97.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

98.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[sammochen's solution](#)

99.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

100.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

101.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

102.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[sammochen's solution](#)

103.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

104.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

105.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

106.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

107.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

108.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

109.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[sammochen's solution](#)

110.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sammochen's solution](#)

111.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[sammochen's solution](#)

112.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[sammochen's solution](#)

113.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[sammochen's solution](#)

114.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

115.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

116.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

117.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[sammochen's solution](#)

118.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

119.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

120.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

121.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

122.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

123.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[sammochen's solution](#)

124.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[sammochen's solution](#)

125.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

126.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

127.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

128.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[sammochen's solution](#)

129.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

130.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

131.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[sammochen's solution](#)

132.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[sammochen's solution](#)

133.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

134.

1690A

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

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

135.

1690C

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

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[sammochen's solution](#)

136.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

137.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

138.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

139.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

140.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[sammochen's solution](#)

141.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[sammochen's solution](#)

142.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[sammochen's solution](#)

143.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[sammochen's solution](#)

144.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[sammochen's solution](#)

145.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

146.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

147.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

148.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

149.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

150.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[sammochen's solution](#)

151.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

152.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings
[sammochen's solution](#)

153.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
[sammochen's solution](#)

154.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

155.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

156.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

157.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

158.

1669C

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

Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

159.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[sammochen's solution](#)

160.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

161.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[sammochen's solution](#)

162.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[sammochen's solution](#)

163.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

164.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sammochen's solution](#)

165.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[sammochen's solution](#)

166.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[sammochen's solution](#)

167.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[sammochen's solution](#)

168.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

169.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

170.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[sammochen's solution](#)

171.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[sammochen's solution](#)

172.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

173.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

174.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[sammochen's solution](#)

175.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[sammochen's solution](#)

176.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[sammochen's solution](#)

177.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sammochen's solution](#)

178.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[sammochen's solution](#)

179.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[sammochen's solution](#)

180.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

181.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

182.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

183.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[sammochen's solution](#)

184.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-07-07 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

185.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

186.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[sammochen's solution](#)

187.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,436 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

188.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

189.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

190.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[sammochen's solution](#)

191.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

192.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

193.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

194.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,613 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

195.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[sammochen's solution](#)

196.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,985 global accepts · Rating: 800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

197.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[sammochen's solution](#)

198.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[sammochen's solution](#)

199.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

200.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

201.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[sammochen's solution](#)

202.

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

203.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

204.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

205.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sammochen's solution](#)

206.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

207.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

208.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

209.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

210.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[sammochen's solution](#)

211.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

212.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[sammochen's solution](#)

213.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

214.

110A

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

Quality: 199,536 global accepts · Rating: 800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

215.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

216.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

217.

630A

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

Quality: 93,537 global accepts · Rating: 800 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[sammochen's solution](#)

218.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[sammochen's solution](#)

219.

268A

[Games](#) · [Tutorial](#)

Quality: 104,228 global accepts · Rating: 800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[sammochen's solution](#)

220.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 800 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[sammochen's solution](#)

221.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[sammochen's solution](#)

222.

1337A

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

Quality: 42,914 global accepts · Rating: 800 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

223.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[sammochen's solution](#)

224.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

225.

266A

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

Quality: 244,624 global accepts · Rating: 800 · first AC: 2019-10-01 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

226.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,109 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[sammochen's solution](#)

227.

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

228.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

229.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

230.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

231.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

232.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

233.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

234.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2019-04-29 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

235.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

236.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

237.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

238.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

239.

1352A

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

Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

240.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

241.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

242.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

243.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[sammochen's solution](#)

244.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sammochen's solution](#)

245.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

246.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

247.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,616 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

248.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

249.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

250.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

251.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[sammochen's solution](#)

252.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

253.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

254.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

255.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

256.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

257.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

258.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2019-05-14 · last AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

259.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

260.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

261.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

262.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

263.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

264.

935A

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

Quality: 47,237 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sammochen's solution](#)

265.

1097A

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

Quality: 43,812 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sammochen's solution](#)

266.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

267.

1284A

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

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

268.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,305 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

269.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[sammochen's solution](#)

270.

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[sammochen's solution](#)

271.

546A

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

Quality: 235,257 global accepts · Rating: 800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[sammochen's solution](#)

272.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[sammochen's solution](#)

273.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[sammochen's solution](#)

274.

421A

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

Quality: 6,885 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

275.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

276.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[sammochen's solution](#)

277.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[sammochen's solution](#)

278.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,046 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

279.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

280.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,072 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

281.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,424 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[sammochen's solution](#)

282.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[sammochen's solution](#)

283.

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

284.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,376 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

285.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sammochen's solution](#)

286.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

287.

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[sammochen's solution](#)

288.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

289.

71A

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

Quality: 503,372 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sammochen's solution](#)

290.

1180A

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

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[sammochen's solution](#)

291.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[sammochen's solution](#)

292.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[sammochen's solution](#)

293.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sammochen's solution](#)

294.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[sammochen's solution](#)

295.

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

[sammochen's solution](#)

296.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

297.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sammochen's solution](#)

298.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[sammochen's solution](#)

299.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,974 global accepts · Rating: 800 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

300.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

301.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

302.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

303.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

304.

791A

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

Quality: 257,290 global accepts · Rating: 800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

305.

1030A

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

Quality: 171,496 global accepts · Rating: 800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

306.

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

307.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

308.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

309.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

310.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

311.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

312.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

313.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

314.

1005A

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

Quality: 27,511 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

315.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

316.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

317.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

318.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

319.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

320.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

321.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

322.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[sammochen's solution](#)

323.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

324.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

325.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

326.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[sammochen's solution](#)

327.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

328.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sammochen's solution](#)

329.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sammochen's solution](#)

330.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

331.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

332.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sammochen's solution](#)

333.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[sammochen's solution](#)

334.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[sammochen's solution](#)

335.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

matrices

[sammochen's solution](#)

336.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

337.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

338.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sammochen's solution](#)

339.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[sammochen's solution](#)

340.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

341.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

342.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

343.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

344.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[sammochen's solution](#)

345.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[sammochen's solution](#)

346.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[sammochen's solution](#)

347.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

348.

1494A

[ABC String](#) · [Tutorial](#)

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

349.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[sammochen's solution](#)

350.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

351.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

352.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

353.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sammochen's solution](#)

354.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

355.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

356.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

357.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

358.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[sammochen's solution](#)

359.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sammochen's solution](#)

360.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[sammochen's solution](#)

361.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games
[sammochen's solution](#)

362.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

363.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[sammochen's solution](#)

364.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

365.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[sammochen's solution](#)

366.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[sammochen's solution](#)

367.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

368.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

369.

1247A

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

Rating: 900 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

370.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

371.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-22 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[sammochen's solution](#)

372.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

373.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[sammochen's solution](#)

374.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

375.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

376.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

377.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[sammochen's solution](#)

378.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

379.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

380.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

381.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

382.

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

383.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sammochen's solution](#)

384.

1206B

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

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[sammochen's solution](#)

385.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[sammochen's solution](#)

386.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

387.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · last AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

388.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

389.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

390.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

391.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

392.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

393.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[sammochen's solution](#)

394.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

395.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

396.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[sammochen's solution](#)

397.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-23 · last AC: 2019-03-26 · Python 3 (first AC) · Tags: implementation
[sammochen's solution](#)

398.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[sammochen's solution](#)

399.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

400.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

401.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[sammochen's solution](#)

402.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[sammochen's solution](#)

403.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[sammochen's solution](#)

404.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[sammochen's solution](#)

405.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[sammochen's solution](#)

406.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[sammochen's solution](#)

407.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[sammochen's solution](#)

408.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[sammochen's solution](#)

409.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sammochen's solution](#)

410.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

411.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[sammochen's solution](#)

412.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[sammochen's solution](#)

413.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[sammochen's solution](#)

414.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sammochen's solution](#)

415.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

416.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[sammochen's solution](#)

417.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[sammochen's solution](#)

418.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[sammochen's solution](#)

419.

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[sammochen's solution](#)

420.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings
[sammochen's solution](#)

421.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, two pointers

[sammochen's solution](#)

422.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sammochen's solution](#)

423.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[sammochen's solution](#)

424.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[sammochen's solution](#)

425.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[sammochen's solution](#)

426.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[sammochen's solution](#)

427.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sammochen's solution](#)

428.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

429.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sammochen's solution](#)

430.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

431.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[sammochen's solution](#)

432.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

433.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

434.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

435.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

436.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

437.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[sammochen's solution](#)

438.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

439.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[sammochen's solution](#)

440.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sammochen's solution](#)

441.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

442.

476A

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

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation,

math

[sammochen's solution](#)

443.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sammochen's solution](#)

444.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

445.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[sammochen's solution](#)

446.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

447.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[sammochen's solution](#)

448.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

449.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

450.

1247B1

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

Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

451.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

452.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

453.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

454.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

455.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[sammochen's solution](#)

456.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[sammochen's solution](#)

457.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sammochen's solution](#)

458.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[sammochen's solution](#)

459.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

460.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sammochen's solution](#)

461.

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

462.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[sammochen's solution](#)

463.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[sammochen's solution](#)

464.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

465.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[sammochen's solution](#)

466.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

467.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

468.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

469.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

470.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

471.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

472.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[sammochen's solution](#)

473.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,291 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[sammochen's solution](#)

474.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

475.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[sammochen's solution](#)

476.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[sammochen's solution](#)

477.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

478.

1155A

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

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[sammochen's solution](#)

479.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

480.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

481.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

482.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[sammochen's solution](#)

483.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

484.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2019-03-23 · last AC: 2019-03-26 · Python 3 (first AC) · Tags: implementation, math
[sammochen's solution](#)

485.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[sammochen's solution](#)

486.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,114 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

487.

2218D

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

Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[sammochen's solution](#)

488.

2195C

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

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

489.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[sammochen's solution](#)

490.

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

491.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[sammochen's solution](#)

492.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[sammochen's solution](#)

493.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[sammochen's solution](#)

494.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[sammochen's solution](#)

495.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[sammochen's solution](#)

496.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[sammochen's solution](#)

497.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

498.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

499.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[sammochen's solution](#)

500.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[sammochen's solution](#)

501.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[sammochen's solution](#)

502.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

503.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

504.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[sammochen's solution](#)

505.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[sammochen's solution](#)

506.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[sammochen's solution](#)

507.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

508.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[sammochen's solution](#)

509.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

510.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[sammochen's solution](#)

511.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[sammochen's solution](#)

512.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[sammochen's solution](#)

513.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

514.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[sammochen's solution](#)

515.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[sammochen's solution](#)

516.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

517.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[sammochen's solution](#)

518.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

519.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[sammochen's solution](#)

520.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[sammochen's solution](#)

521.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[sammochen's solution](#)

522.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[sammochen's solution](#)

523.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

524.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[sammochen's solution](#)

525.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[sammochen's solution](#)

526.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[sammochen's solution](#)

527.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[sammochen's solution](#)

528.

1457B

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

Quality: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[sammochen's solution](#)

529.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[sammochen's solution](#)

530.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

531.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[sammochen's solution](#)

532.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

533.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

534.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

535.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

536.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[sammochen's solution](#)

537.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

538.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[sammochen's solution](#)

539.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[sammochen's solution](#)

540.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

541.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

542.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sammochen's solution](#)

543.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[sammochen's solution](#)

544.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

545.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

546.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,730 global accepts · Rating: 1100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

547.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[sammochen's solution](#)

548.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[sammochen's solution](#)

549.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[sammochen's solution](#)

550.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

551.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-09-08 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[sammochen's solution](#)

552.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

553.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

554.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[sammochen's solution](#)

555.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[sammochen's solution](#)

556.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[sammochen's solution](#)

557.

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

558.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[sammochen's solution](#)

559.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

560.

1231C

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

Quality: 4,364 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

561.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
[sammochen's solution](#)

562.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sammochen's solution](#)

563.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[sammochen's solution](#)

564.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[sammochen's solution](#)

565.

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[sammochen's solution](#)

566.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[sammochen's solution](#)

567.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[sammochen's solution](#)

568.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

569.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[sammochen's solution](#)

570.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[sammochen's solution](#)

571.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation
[sammochen's solution](#)

572.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[sammochen's solution](#)

573.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)

574.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[sammochen's solution](#)

575.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

576.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

577.

1119A

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

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

578.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[sammochen's solution](#)

579.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[sammochen's solution](#)

580.

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[sammochen's solution](#)

581.

2218E

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

Quality: 14,119 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[sammochen's solution](#)

582.

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

583.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[sammochen's solution](#)

584.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[sammochen's solution](#)

585.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

586.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[sammochen's solution](#)

587.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[sammochen's solution](#)

588.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[sammochen's solution](#)

589.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[sammochen's solution](#)

590.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[sammochen's solution](#)

591.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

592.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

593.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

594.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[sammochen's solution](#)

595.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[sammochen's solution](#)

596.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[sammochen's solution](#)

597.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sammochen's solution](#)

598.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

599.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[sammochen's solution](#)

600.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sammochen's solution](#)

601.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

602.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[sammochen's solution](#)

603.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[sammochen's solution](#)

604.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

605.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

606.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[sammochen's solution](#)

607.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

608.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

609.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[sammochen's solution](#)

610.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[sammochen's solution](#)

611.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[sammochen's solution](#)

612.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
[sammochen's solution](#)

613.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

614.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

615.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[sammochen's solution](#)

616.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

617.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[sammochen's solution](#)

618.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[sammochen's solution](#)

619.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[sammochen's solution](#)

620.

1327B

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

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[sammochen's solution](#)

621.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[sammochen's solution](#)

622.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

623.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

624.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

625.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[sammochen's solution](#)

626.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

627.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[sammochen's solution](#)

628.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

629.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

630.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

631.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[sammochen's solution](#)

632.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

633.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sammochen's solution](#)

634.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

635.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[sammochen's solution](#)

636.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-29 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

637.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[sammochen's solution](#)

638.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[sammochen's solution](#)

639.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[sammochen's solution](#)

640.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[sammochen's solution](#)

641.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

642.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[sammochen's solution](#)

643.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

644.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

645.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[sammochen's solution](#)

646.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[sammochen's solution](#)

647.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

648.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[sammochen's solution](#)

649.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sammochen's solution](#)

650.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[sammochen's solution](#)

651.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[sammochen's solution](#)

652.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

653.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[sammochen's solution](#)

654.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[sammochen's solution](#)

655.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[sammochen's solution](#)

656.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sammochen's solution](#)

657.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[sammochen's solution](#)

658.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[sammochen's solution](#)

659.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sammochen's solution](#)

660.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

661.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[sammochen's solution](#)

662.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[sammochen's solution](#)

663.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

664.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

665.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

666.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[sammochen's solution](#)

667.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[sammochen's solution](#)

668.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[sammochen's solution](#)

669.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[sammochen's solution](#)

670.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[sammochen's solution](#)

671.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sammochen's solution](#)

672.

1150C

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

Rating: 1200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[sammochen's solution](#)

673.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

674.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[sammochen's solution](#)

675.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

676.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[sammochen's solution](#)

677.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

678.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[sammochen's solution](#)

679.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sammochen's solution](#)

680.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[sammochen's solution](#)

681.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[sammochen's solution](#)

682.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

683.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

684.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[sammochen's solution](#)

685.

1754C1

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

Rating: 1300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

686.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[sammochen's solution](#)

687.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[sammochen's solution](#)

688.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[sammochen's solution](#)

689.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[sammochen's solution](#)

690.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[sammochen's solution](#)

691.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[sammochen's solution](#)

692.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sammochen's solution](#)

693.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[sammochen's solution](#)

694.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[sammochen's solution](#)

695.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[sammochen's solution](#)

696.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

697.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[sammochen's solution](#)

698.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[sammochen's solution](#)

699.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

700.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[sammochen's solution](#)

701.

1668C

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

Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

702.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

703.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sammochen's solution](#)

704.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

705.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[sammochen's solution](#)

706.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[sammochen's solution](#)

707.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sammochen's solution](#)

708.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[sammochen's solution](#)

709.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[sammochen's solution](#)

710.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[sammochen's solution](#)

711.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[sammochen's solution](#)

712.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

713.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[sammochen's solution](#)

714.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sammochen's solution](#)

715.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[sammochen's solution](#)

716.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

717.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[sammochen's solution](#)

718.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sammochen's solution](#)

719.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[sammochen's solution](#)

720.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[sammochen's solution](#)

721.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sammochen's solution](#)

722.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[sammochen's solution](#)

723.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

724.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[sammochen's solution](#)

725.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[sammochen's solution](#)

726.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

727.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

728.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math,

number theory

[sammochen's solution](#)

729.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

730.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[sammochen's solution](#)

731.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

732.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

733.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[sammochen's solution](#)

734.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[sammochen's solution](#)

735.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

736.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

737.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[sammochen's solution](#)

738.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sammochen's solution](#)

739.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[sammochen's solution](#)

740.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

741.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

742.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[sammochen's solution](#)

743.

1247B2

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

Rating: 1300 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[sammochen's solution](#)

744.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[sammochen's solution](#)

745.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sammochen's solution](#)

746.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

747.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

748.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sammochen's solution](#)

749.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[sammochen's solution](#)

750.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[sammochen's solution](#)

751.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

752.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[sammochen's solution](#)

753.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[sammochen's solution](#)

754.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sammochen's solution](#)

755.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[sammochen's solution](#)

756.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings
[sammochen's solution](#)

757.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[sammochen's solution](#)

758.

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[sammochen's solution](#)

759.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[sammochen's solution](#)

760.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[sammochen's solution](#)

761.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

762.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

763.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[sammochen's solution](#)

764.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

765.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[sammochen's solution](#)

766.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[sammochen's solution](#)

767.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 1300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

768.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

769.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sammochen's solution](#)

770.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[sammochen's solution](#)

771.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[sammochen's solution](#)

772.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[sammochen's solution](#)

773.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

774.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

775.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[sammochen's solution](#)

776.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sammochen's solution](#)

777.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[sammochen's solution](#)

778.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sammochen's solution](#)

779.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[sammochen's solution](#)

780.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[sammochen's solution](#)

781.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[sammochen's solution](#)

782.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[sammochen's solution](#)

783.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[sammochen's solution](#)

784.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[sammochen's solution](#)

785.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

786.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[sammochen's solution](#)

787.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[sammochen's solution](#)

788.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

789.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[sammochen's solution](#)

790.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[sammochen's solution](#)

791.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[sammochen's solution](#)

792.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

implementation, two pointers

[sammochen's solution](#)

793.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[sammochen's solution](#)

794.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[sammochen's solution](#)

795.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

796.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[sammochen's solution](#)

797.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[sammochen's solution](#)

798.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

799.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[sammochen's solution](#)

800.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sammochen's solution](#)

801.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[sammochen's solution](#)

802.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[sammochen's solution](#)

803.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[sammochen's solution](#)

804.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[sammochen's solution](#)

805.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[sammochen's solution](#)

806.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sammochen's solution](#)

807.

1691C

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

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[sammochen's solution](#)

808.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[sammochen's solution](#)

809.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[sammochen's solution](#)

810.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[sammochen's solution](#)

811.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

812.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, sortings

[sammochen's solution](#)

813.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[sammochen's solution](#)

814.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[sammochen's solution](#)

815.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[sammochen's solution](#)

816.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

817.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[sammochen's solution](#)

818.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[sammochen's solution](#)

819.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[sammochen's solution](#)

820.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

821.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[sammochen's solution](#)

822.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

823.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[sammochen's solution](#)

824.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

825.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

826.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[sammochen's solution](#)

827.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sammochen's solution](#)

828.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sammochen's solution](#)

829.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

830.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[sammochen's solution](#)

831.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[sammochen's solution](#)

832.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[sammochen's solution](#)

833.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[sammochen's solution](#)

834.

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

835.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)

836.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-29 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

837.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[sammochen's solution](#)

838.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sammochen's solution](#)

839.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

840.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[sammochen's solution](#)

841.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

842.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

843.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

844.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

845.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

846.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-09-12 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[sammochen's solution](#)

847.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

848.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[sammochen's solution](#)

849.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[sammochen's solution](#)

850.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[sammochen's solution](#)

851.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

852.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[sammochen's solution](#)

853.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-06 · last AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

854.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sammochen's solution](#)

855.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

856.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sammochen's solution](#)

857.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[sammochen's solution](#)

858.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[sammochen's solution](#)

859.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sammochen's solution](#)

860.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[sammochen's solution](#)

861.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[sammochen's solution](#)

862.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[sammochen's solution](#)

863.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[sammochen's solution](#)

864.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy,

implementation

[sammochen's solution](#)

865.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

866.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

867.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[sammochen's solution](#)

868.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[sammochen's solution](#)

869.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[sammochen's solution](#)

870.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

871.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[sammochen's solution](#)

872.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

873.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[sammochen's solution](#)

874.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[sammochen's solution](#)

875.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

876.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[sammochen's solution](#)

877.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[sammochen's solution](#)

878.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sammochen's solution](#)

879.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[sammochen's solution](#)

880.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[sammochen's solution](#)

881.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[sammochen's solution](#)

882.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[sammochen's solution](#)

883.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[sammochen's solution](#)

884.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[sammochen's solution](#)

885.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[sammochen's solution](#)

886.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[sammochen's solution](#)

887.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[sammochen's solution](#)

888.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[sammochen's solution](#)

889.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[sammochen's solution](#)

890.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2026-04-13 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[sammochen's solution](#)

891.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[sammochen's solution](#)

892.

2218F

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

Quality: 7,301 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[sammochen's solution](#)

893.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[sammochen's solution](#)

894.

1891C

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

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[sammochen's solution](#)

895.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[sammochen's solution](#)

896.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[sammochen's solution](#)

897.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[sammochen's solution](#)

898.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[sammochen's solution](#)

899.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[sammochen's solution](#)

900.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[sammochen's solution](#)

901.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[sammochen's solution](#)

902.

1754C2

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

Rating: 1500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

903.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

904.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[sammochen's solution](#)

905.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[sammochen's solution](#)

906.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[sammochen's solution](#)

907.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[sammochen's solution](#)

908.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[sammochen's solution](#)

909.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[sammochen's solution](#)

910.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[sammochen's solution](#)

911.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[sammochen's solution](#)

912.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sammochen's solution](#)

913.

1711C

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

Rating: 1500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

914.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[sammochen's solution](#)

915.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[sammochen's solution](#)

916.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[sammochen's solution](#)

917.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[sammochen's solution](#)

918.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[sammochen's solution](#)

919.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[sammochen's solution](#)

920.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

921.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[sammochen's solution](#)

922.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[sammochen's solution](#)

923.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[sammochen's solution](#)

924.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[sammochen's solution](#)

925.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[sammochen's solution](#)

926.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[sammochen's solution](#)

927.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

928.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[sammochen's solution](#)

929.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[sammochen's solution](#)

930.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[sammochen's solution](#)

931.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[sammochen's solution](#)

932.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[sammochen's solution](#)

933.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[sammochen's solution](#)

934.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[sammochen's solution](#)

935.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[sammochen's solution](#)

936.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[sammochen's solution](#)

937.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sammochen's solution](#)

938.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[sammochen's solution](#)

939.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sammochen's solution](#)

940.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[sammochen's solution](#)

941.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[sammochen's solution](#)

942.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

943.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[sammochen's solution](#)

944.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[sammochen's solution](#)

945.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[sammochen's solution](#)

946.

1101C

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

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[sammochen's solution](#)

947.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[sammochen's solution](#)

948.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sammochen's solution](#)

949.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[sammochen's solution](#)

950.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

951.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[sammochen's solution](#)

952.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[sammochen's solution](#)

953.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings
[sammochen's solution](#)

954.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

955.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

956.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[sammochen's solution](#)

957.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

958.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-29 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

959.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sammochen's solution](#)

960.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sammochen's solution](#)

961.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

962.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[sammochen's solution](#)

963.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-06 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

964.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

965.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[sammochen's solution](#)

966.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[sammochen's solution](#)

967.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[sammochen's solution](#)

968.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[sammochen's solution](#)

969.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

970.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[sammochen's solution](#)

971.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[sammochen's solution](#)

972.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[sammochen's solution](#)

973.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[sammochen's solution](#)

974.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[sammochen's solution](#)

975.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[sammochen's solution](#)

976.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[sammochen's solution](#)

977.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[sammochen's solution](#)

978.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

979.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

980.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[sammochen's solution](#)

981.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[sammochen's solution](#)

982.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sammochen's solution](#)

983.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

984.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[sammochen's solution](#)

985.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[sammochen's solution](#)

986.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[sammochen's solution](#)

987.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

988.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

989.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[sammochen's solution](#)

990.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

991.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sammochen's solution](#)

992.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sammochen's solution](#)

993.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sammochen's solution](#)

994.

1167D

[Bicolored RBS](#) · [Tutorial](#)

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

995.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)

996.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[sammochen's solution](#)

997.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[sammochen's solution](#)

998.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[sammochen's solution](#)

999.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[sammochen's solution](#)

1000.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,458 global accepts · Rating: 1500 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[sammochen's solution](#)

1001.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[sammochen's solution](#)

1002.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[sammochen's solution](#)

1003.

1106D

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

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[sammochen's solution](#)

1004.

1119C

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

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

[sammochen's solution](#)

1005.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[sammochen's solution](#)

1006.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[sammochen's solution](#)

1007.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[sammochen's solution](#)

1008.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sammochen's solution](#)

1009.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

1010.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[sammochen's solution](#)

1011.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[sammochen's solution](#)

1012.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[sammochen's solution](#)

1013.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[sammochen's solution](#)

1014.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[sammochen's solution](#)

1015.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[sammochen's solution](#)

1016.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[sammochen's solution](#)

1017.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sammochen's solution](#)

1018.

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[sammochen's solution](#)

1019.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[sammochen's solution](#)

1020.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[sammochen's solution](#)

1021.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

1022.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[sammochen's solution](#)

1023.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

1024.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[sammochen's solution](#)

1025.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[sammochen's solution](#)

1026.

1754D

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

Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[sammochen's solution](#)

1027.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sammochen's solution](#)

1028.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[sammochen's solution](#)

1029.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[sammochen's solution](#)

1030.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[sammochen's solution](#)

1031.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[sammochen's solution](#)

1032.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[sammochen's solution](#)

1033.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[sammochen's solution](#)

1034.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[sammochen's solution](#)

1035.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[sammochen's solution](#)

1036.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

1037.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[sammochen's solution](#)

1038.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[sammochen's solution](#)

1039.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[sammochen's solution](#)

1040.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[sammochen's solution](#)

1041.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[sammochen's solution](#)

1042.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[sammochen's solution](#)

1043.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[sammochen's solution](#)

1044.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[sammochen's solution](#)

1045.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

1046.

1678C

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

Rating: 1600 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[sammochen's solution](#)

1047.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[sammochen's solution](#)

1048.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[sammochen's solution](#)

1049.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[sammochen's solution](#)

1050.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[sammochen's solution](#)

1051.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[sammochen's solution](#)

1052.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[sammochen's solution](#)

1053.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[sammochen's solution](#)

1054.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[sammochen's solution](#)

1055.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

1056.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[sammochen's solution](#)

1057.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sammochen's solution](#)

1058.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[sammochen's solution](#)

1059.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[sammochen's solution](#)

1060.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

1061.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[sammochen's solution](#)

1062.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sammochen's solution](#)

1063.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[sammochen's solution](#)

1064.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

1065.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sammochen's solution](#)

1066.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

1067.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[sammochen's solution](#)

1068.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[sammochen's solution](#)

1069.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[sammochen's solution](#)

1070.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[sammochen's solution](#)

1071.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

1072.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[sammochen's solution](#)

1073.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[sammochen's solution](#)

1074.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[sammochen's solution](#)

1075.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[sammochen's solution](#)

1076.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sammochen's solution](#)

1077.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[sammochen's solution](#)

1078.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1079.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[sammochen's solution](#)

1080.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

1081.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[sammochen's solution](#)

1082.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[sammochen's solution](#)

1083.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sammochen's solution](#)

1084.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

1085.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[sammochen's solution](#)

1086.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[sammochen's solution](#)

1087.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[sammochen's solution](#)

1088.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[sammochen's solution](#)

1089.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

1090.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[sammochen's solution](#)

1091.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: probabilities
[sammochen's solution](#)

1092.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sammochen's solution](#)

1093.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[sammochen's solution](#)

1094.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[sammochen's solution](#)

1095.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[sammochen's solution](#)

1096.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[sammochen's solution](#)

1097.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[sammochen's solution](#)

1098.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sammochen's solution](#)

1099.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[sammochen's solution](#)

1100.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-17 · last AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[sammochen's solution](#)

1101.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

1102.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[sammochen's solution](#)

1103.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[sammochen's solution](#)

1104.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[sammochen's solution](#)

1105.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

1106.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[sammochen's solution](#)

1107.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[sammochen's solution](#)

1108.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[sammochen's solution](#)

1109.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[sammochen's solution](#)

1110.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[sammochen's solution](#)

1111.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[sammochen's solution](#)

1112.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[sammochen's solution](#)

1113.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[sammochen's solution](#)

1114.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[sammochen's solution](#)

1115.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[sammochen's solution](#)

1116.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[sammochen's solution](#)

1117.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[sammochen's solution](#)

1118.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sammochen's solution](#)

1119.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 1700 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[sammochen's solution](#)

1120.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[sammochen's solution](#)

1121.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[sammochen's solution](#)

1122.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[sammochen's solution](#)

1123.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[sammochen's solution](#)

1124.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[sammochen's solution](#)

1125.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

1126.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[sammochen's solution](#)

1127.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[sammochen's solution](#)

1128.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[sammochen's solution](#)

1129.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[sammochen's solution](#)

1130.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[sammochen's solution](#)

1131.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[sammochen's solution](#)

1132.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[sammochen's solution](#)

1133.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[sammochen's solution](#)

1134.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[sammochen's solution](#)

1135.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

1136.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[sammochen's solution](#)

1137.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[sammochen's solution](#)

1138.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[sammochen's solution](#)

1139.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[sammochen's solution](#)

1140.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[sammochen's solution](#)

1141.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[sammochen's solution](#)

1142.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[sammochen's solution](#)

1143.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[sammochen's solution](#)

1144.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[sammochen's solution](#)

1145.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[sammochen's solution](#)

1146.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[sammochen's solution](#)

1147.

1694D

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

Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[sammochen's solution](#)

1148.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[sammochen's solution](#)

1149.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[sammochen's solution](#)

1150.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[sammochen's solution](#)

1151.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[sammochen's solution](#)

1152.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[sammochen's solution](#)

1153.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[sammochen's solution](#)

1154.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sammochen's solution](#)

1155.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

1156.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[sammochen's solution](#)

1157.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[sammochen's solution](#)

1158.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[sammochen's solution](#)

1159.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[sammochen's solution](#)

1160.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[sammochen's solution](#)

1161.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[sammochen's solution](#)

1162.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[sammochen's solution](#)

1163.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[sammochen's solution](#)

1164.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[sammochen's solution](#)

1165.

1384C

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

Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[sammochen's solution](#)

1166.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[sammochen's solution](#)

1167.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[sammochen's solution](#)

1168.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[sammochen's solution](#)

1169.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[sammochen's solution](#)

1170.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[sammochen's solution](#)

1171.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

1172.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[sammochen's solution](#)

1173.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

1174.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[sammochen's solution](#)

1175.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[sammochen's solution](#)

1176.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[sammochen's solution](#)

1177.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy
[sammochen's solution](#)

1178.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[sammochen's solution](#)

1179.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[sammochen's solution](#)

1180.

1361A

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

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

1181.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[sammochen's solution](#)

1182.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[sammochen's solution](#)

1183.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[sammochen's solution](#)

1184.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[sammochen's solution](#)

1185.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sammochen's solution](#)

1186.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sammochen's solution](#)

1187.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[sammochen's solution](#)

1188.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[sammochen's solution](#)

1189.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[sammochen's solution](#)

1190.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sammochen's solution](#)

1191.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

1192.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[sammochen's solution](#)

1193.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[sammochen's solution](#)

1194.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

1195.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sammochen's solution](#)

1196.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[sammochen's solution](#)

1197.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[sammochen's solution](#)

1198.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[sammochen's solution](#)

1199.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[sammochen's solution](#)

1200.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[sammochen's solution](#)

1201.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[sammochen's solution](#)

1202.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sammochen's solution](#)

1203.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[sammochen's solution](#)

1204.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[sammochen's solution](#)

1205.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1206.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1207.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[sammochen's solution](#)

1208.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[sammochen's solution](#)

1209.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[sammochen's solution](#)

1210.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[sammochen's solution](#)

1211.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[sammochen's solution](#)

1212.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[sammochen's solution](#)

1213.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

1214.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

1215.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[sammochen's solution](#)

1216.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[sammochen's solution](#)

1217.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[sammochen's solution](#)

1218.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

1219.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[sammochen's solution](#)

1220.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[sammochen's solution](#)

1221.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[sammochen's solution](#)

1222.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[sammochen's solution](#)

1223.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[sammochen's solution](#)

1224.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[sammochen's solution](#)

1225.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[sammochen's solution](#)

1226.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[sammochen's solution](#)

1227.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[sammochen's solution](#)

1228.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

1229.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[sammochen's solution](#)

1230.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[sammochen's solution](#)

1231.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[sammochen's solution](#)

1232.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[sammochen's solution](#)

1233.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

1234.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu,

sortings

[sammochen's solution](#)

1235.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sammochen's solution](#)

1236.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[sammochen's solution](#)

1237.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

1238.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[sammochen's solution](#)

1239.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[sammochen's solution](#)

1240.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[sammochen's solution](#)

1241.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[sammochen's solution](#)

1242.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[sammochen's solution](#)

1243.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[sammochen's solution](#)

1244.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

1245.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[sammochen's solution](#)

1246.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[sammochen's solution](#)

1247.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[sammochen's solution](#)

1248.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[sammochen's solution](#)

1249.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

1250.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[sammochen's solution](#)

1251.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[sammochen's solution](#)

1252.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[sammochen's solution](#)

1253.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[sammochen's solution](#)

1254.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[sammochen's solution](#)

1255.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sammochen's solution](#)

1256.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[sammochen's solution](#)

1257.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[sammochen's solution](#)

1258.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-05-28 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[sammochen's solution](#)

1259.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

1260.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[sammochen's solution](#)

1261.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[sammochen's solution](#)

1262.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[sammochen's solution](#)

1263.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[sammochen's solution](#)

1264.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[sammochen's solution](#)

1265.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[sammochen's solution](#)

1266.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[sammochen's solution](#)

1267.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[sammochen's solution](#)

1268.

1395D

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

Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
[sammochen's solution](#)

1269.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[sammochen's solution](#)

1270.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sammochen's solution](#)

1271.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[sammochen's solution](#)

1272.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[sammochen's solution](#)

1273.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[sammochen's solution](#)

1274.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sammochen's solution](#)

1275.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1276.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[sammochen's solution](#)

1277.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[sammochen's solution](#)

1278.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[sammochen's solution](#)

1279.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sammochen's solution](#)

1280.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[sammochen's solution](#)

1281.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[sammochen's solution](#)

1282.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

1283.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[sammochen's solution](#)

1284.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[sammochen's solution](#)

1285.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-29 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[sammochen's solution](#)

1286.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[sammochen's solution](#)

1287.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[sammochen's solution](#)

1288.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[sammochen's solution](#)

1289.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sammochen's solution](#)

1290.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[sammochen's solution](#)

1291.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

1292.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

1293.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[sammochen's solution](#)

1294.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[sammochen's solution](#)

1295.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

1296.

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

[sammochen's solution](#)

1297.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[sammochen's solution](#)

1298.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[sammochen's solution](#)

1299.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1300.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sammochen's solution](#)

1301.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sammochen's solution](#)

1302.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[sammochen's solution](#)

1303.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

1304.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[sammochen's solution](#)

1305.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sammochen's solution](#)

1306.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[sammochen's solution](#)

1307.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[sammochen's solution](#)

1308.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sammochen's solution](#)

1309.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[sammochen's solution](#)

1310.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[sammochen's solution](#)

1311.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[sammochen's solution](#)

1312.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[sammochen's solution](#)

1313.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[sammochen's solution](#)

1314.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[sammochen's solution](#)

1315.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[sammochen's solution](#)

1316.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[sammochen's solution](#)

1317.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[sammochen's solution](#)

1318.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[sammochen's solution](#)

1319.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[sammochen's solution](#)

1320.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[sammochen's solution](#)

1321.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[sammochen's solution](#)

1322.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[sammochen's solution](#)

1323.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[sammochen's solution](#)

1324.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[sammochen's solution](#)

1325.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[sammochen's solution](#)

1326.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[sammochen's solution](#)

1327.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[sammochen's solution](#)

1328.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[sammochen's solution](#)

1329.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[sammochen's solution](#)

1330.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[sammochen's solution](#)

1331.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[sammochen's solution](#)

1332.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[sammochen's solution](#)

1333.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[sammochen's solution](#)

1334.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[sammochen's solution](#)

1335.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[sammochen's solution](#)

1336.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[sammochen's solution](#)

1337.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sammochen's solution](#)

1338.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[sammochen's solution](#)

1339.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[sammochen's solution](#)

1340.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[sammochen's solution](#)

1341.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

1342.

1471D

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

Rating: 1900 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[sammochen's solution](#)

1343.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[sammochen's solution](#)

1344.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[sammochen's solution](#)

1345.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[sammochen's solution](#)

1346.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[sammochen's solution](#)

1347.

1494C

[1D Sokoban](#) · [Tutorial](#)

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

[sammochen's solution](#)

1348.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[sammochen's solution](#)

1349.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

1350.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[sammochen's solution](#)

1351.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[sammochen's solution](#)

1352.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[sammochen's solution](#)

1353.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[sammochen's solution](#)

1354.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sammochen's solution](#)

1355.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

1356.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[sammochen's solution](#)

1357.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[sammochen's solution](#)

1358.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sammochen's solution](#)

1359.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[sammochen's solution](#)

1360.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[sammochen's solution](#)

1361.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[sammochen's solution](#)

1362.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[sammochen's solution](#)

1363.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[sammochen's solution](#)

1364.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[sammochen's solution](#)

1365.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[sammochen's solution](#)

1366.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[sammochen's solution](#)

1367.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[sammochen's solution](#)

1368.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[sammochen's solution](#)

1369.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[sammochen's solution](#)

1370.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[sammochen's solution](#)

1371.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sammochen's solution](#)

1372.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[sammochen's solution](#)

1373.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[sammochen's solution](#)

1374.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sammochen's solution](#)

1375.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

1376.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1377.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[sammochen's solution](#)

1378.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[sammochen's solution](#)

1379.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[sammochen's solution](#)

1380.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sammochen's solution](#)

1381.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[sammochen's solution](#)

1382.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[sammochen's solution](#)

1383.

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[sammochen's solution](#)

1384.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[sammochen's solution](#)

1385.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[sammochen's solution](#)

1386.

894C

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

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sammochen's solution](#)

1387.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[sammochen's solution](#)

1388.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[sammochen's solution](#)

1389.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[sammochen's solution](#)

1390.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-20 · last AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[sammochen's solution](#)

1391.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[sammochen's solution](#)

1392.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation
[sammochen's solution](#)

1393.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[sammochen's solution](#)

1394.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math
[sammochen's solution](#)

1395.

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
[sammochen's solution](#)

1396.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings

[sammochen's solution](#)

1397.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

1398.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[sammochen's solution](#)

1399.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[sammochen's solution](#)

1400.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[sammochen's solution](#)

1401.

2215B

[RReepppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[sammochen's solution](#)

1402.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[sammochen's solution](#)

1403.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[sammochen's solution](#)

1404.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[sammochen's solution](#)

1405.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[sammochen's solution](#)

1406.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[sammochen's solution](#)

1407.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings
[sammochen's solution](#)

1408.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[sammochen's solution](#)

1409.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers
[sammochen's solution](#)

1410.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[sammochen's solution](#)

1411.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[sammochen's solution](#)

1412.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[sammochen's solution](#)

1413.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[sammochen's solution](#)

1414.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[sammochen's solution](#)

1415.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[sammochen's solution](#)

1416.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[sammochen's solution](#)

1417.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[sammochen's solution](#)

1418.

1719E

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

Rating: 2000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, number theory

[sammochen's solution](#)

1419.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[sammochen's solution](#)

1420.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[sammochen's solution](#)

1421.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[sammochen's solution](#)

1422.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[sammochen's solution](#)

1423.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[sammochen's solution](#)

1424.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sammochen's solution](#)

1425.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-06-16 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[sammochen's solution](#)

1426.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[sammochen's solution](#)

1427.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[sammochen's solution](#)

1428.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[sammochen's solution](#)

1429.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[sammochen's solution](#)

1430.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[sammochen's solution](#)

1431.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[sammochen's solution](#)

1432.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[sammochen's solution](#)

1433.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[sammochen's solution](#)

1434.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[sammochen's solution](#)

1435.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[sammochen's solution](#)

1436.

1457D

[XOR-gun](#) · [Tutorial](#)

Quality: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp

[sammochen's solution](#)

1437.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[sammochen's solution](#)

1438.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[sammochen's solution](#)

1439.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[sammochen's solution](#)

1440.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[sammochen's solution](#)

1441.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[sammochen's solution](#)

1442.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[sammochen's solution](#)

1443.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sammochen's solution](#)

1444.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[sammochen's solution](#)

1445.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[sammochen's solution](#)

1446.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[sammochen's solution](#)

1447.

347D

[Lucky Common Subsequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[sammochen's solution](#)

1448.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[sammochen's solution](#)

1449.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[sammochen's solution](#)

1450.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sammochen's solution](#)

1451.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sammochen's solution](#)

1452.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[sammochen's solution](#)

1453.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[sammochen's solution](#)

1454.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[sammochen's solution](#)

1455.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[sammochen's solution](#)

1456.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[sammochen's solution](#)

1457.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[sammochen's solution](#)

1458.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

1459.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[sammochen's solution](#)

1460.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[sammochen's solution](#)

1461.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[sammochen's solution](#)

1462.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[sammochen's solution](#)

1463.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[sammochen's solution](#)

1464.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory
[sammochen's solution](#)

1465.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[sammochen's solution](#)

1466.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[sammochen's solution](#)

1467.

1162E

[Thanos Nim](#) · [Tutorial](#)

Quality: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[sammochen's solution](#)

1468.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[sammochen's solution](#)

1469.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[sammochen's solution](#)

1470.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[sammochen's solution](#)

1471.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[sammochen's solution](#)

1472.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[sammochen's solution](#)

1473.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[sammochen's solution](#)

1474.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sammochen's solution](#)

1475.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[sammochen's solution](#)

1476.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[sammochen's solution](#)

1477.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[sammochen's solution](#)

1478.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[sammochen's solution](#)

1479.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[sammochen's solution](#)

1480.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[sammochen's solution](#)

1481.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sammochen's solution](#)

1482.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[sammochen's solution](#)

1483.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sammochen's solution](#)

1484.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[sammochen's solution](#)

1485.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[sammochen's solution](#)

1486.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[sammochen's solution](#)

1487.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[sammochen's solution](#)

1488.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

1489.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[sammochen's solution](#)

1490.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[sammochen's solution](#)

1491.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[sammochen's solution](#)

1492.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[sammochen's solution](#)

1493.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[sammochen's solution](#)

1494.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[sammochen's solution](#)

1495.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[sammochen's solution](#)

1496.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[sammochen's solution](#)

1497.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[sammochen's solution](#)

1498.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[sammochen's solution](#)

1499.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[sammochen's solution](#)

1500.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[sammochen's solution](#)

1501.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[sammochen's solution](#)

1502.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-14 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[sammochen's solution](#)

1503.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[sammochen's solution](#)

1504.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[sammochen's solution](#)

1505.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[sammochen's solution](#)

1506.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[sammochen's solution](#)

1507.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)

1508.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[sammochen's solution](#)

1509.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[sammochen's solution](#)

1510.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[sammochen's solution](#)

1511.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sammochen's solution](#)

1512.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[sammochen's solution](#)

1513.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[sammochen's solution](#)

1514.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[sammochen's solution](#)

1515.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[sammochen's solution](#)

1516.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-08-17 · last AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[sammochen's solution](#)

1517.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[sammochen's solution](#)

1518.

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-10 · last AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[sammochen's solution](#)

1519.

1283F

[DIY Garland · Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, trees

[sammochen's solution](#)

1520.

2208D2

[Tree Orientation \(Hard Version\) · Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[sammochen's solution](#)

1521.

2155E

[Mimo & Yuyu · Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[sammochen's solution](#)

1522.

2215C

[Oriented Journey · Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[sammochen's solution](#)

1523.

1168C

[And Reachability · Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[sammochen's solution](#)

1524.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[sammochen's solution](#)

1525.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[sammochen's solution](#)

1526.

1730D

[Prefixes and Suffixes · Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[sammochen's solution](#)

1527.

1631E

[Paint the Middle](#) · [Tutorial](#)

Quality: 2200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[sammochen's solution](#)

1528.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sammochen's solution](#)

1529.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[sammochen's solution](#)

1530.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[sammochen's solution](#)

1531.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[sammochen's solution](#)

1532.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[sammochen's solution](#)

1533.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[sammochen's solution](#)

1534.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[sammochen's solution](#)

1535.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[sammochen's solution](#)

1536.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[sammochen's solution](#)

1537.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[sammochen's solution](#)

1538.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[sammochen's solution](#)

1539.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[sammochen's solution](#)

1540.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sammochen's solution](#)

1541.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[sammochen's solution](#)

1542.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[sammochen's solution](#)

1543.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[sammochen's solution](#)

1544.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[sammochen's solution](#)

1545.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sammochen's solution](#)

1546.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[sammochen's solution](#)

1547.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[sammochen's solution](#)

1548.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[sammochen's solution](#)

1549.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[sammochen's solution](#)

1550.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[sammochen's solution](#)

1551.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[sammochen's solution](#)

1552.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1553.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[sammochen's solution](#)

1554.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[sammochen's solution](#)

1555.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[sammochen's solution](#)

1556.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[sammochen's solution](#)

1557.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[sammochen's solution](#)

1558.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[sammochen's solution](#)

1559.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[sammochen's solution](#)

1560.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[sammochen's solution](#)

1561.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[sammochen's solution](#)

1562.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[sammochen's solution](#)

1563.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[sammochen's solution](#)

1564.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sammochen's solution](#)

1565.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[sammochen's solution](#)

1566.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[sammochen's solution](#)

1567.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[sammochen's solution](#)

1568.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[sammochen's solution](#)

1569.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[sammochen's solution](#)

1570.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[sammochen's solution](#)

1571.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[sammochen's solution](#)

1572.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[sammochen's solution](#)

1573.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[sammochen's solution](#)

1574.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[sammochen's solution](#)

1575.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[sammochen's solution](#)

1576.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[sammochen's solution](#)

1577.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[sammochen's solution](#)

1578.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[sammochen's solution](#)

1579.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[sammochen's solution](#)

1580.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[sammochen's solution](#)

1581.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[sammochen's solution](#)

1582.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[sammochen's solution](#)

1583.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[sammochen's solution](#)

1584.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

1585.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[sammochen's solution](#)

1586.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[sammochen's solution](#)

1587.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1588.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[sammochen's solution](#)

1589.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[sammochen's solution](#)

1590.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[sammochen's solution](#)

1591.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[sammochen's solution](#)

1592.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[sammochen's solution](#)

1593.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[sammochen's solution](#)

1594.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[sammochen's solution](#)

1595.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, graph matchings, greedy

[sammochen's solution](#)

1596.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[sammochen's solution](#)

1597.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[sammochen's solution](#)

1598.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[sammochen's solution](#)

1599.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[sammochen's solution](#)

1600.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[sammochen's solution](#)

1601.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[sammochen's solution](#)

1602.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[sammochen's solution](#)

1603.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[sammochen's solution](#)

1604.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[sammochen's solution](#)

1605.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

dsu, graphs, greedy, sortings, trees

[sammochen's solution](#)

1606.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[sammochen's solution](#)

1607.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[sammochen's solution](#)

1608.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sammochen's solution](#)

1609.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-15 · last AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[sammochen's solution](#)

1610.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[sammochen's solution](#)

1611.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[sammochen's solution](#)

1612.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[sammochen's solution](#)

1613.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[sammochen's solution](#)

1614.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[sammochen's solution](#)

1615.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-05-24 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, greedy, math

[sammochen's solution](#)

1616.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[sammochen's solution](#)

1617.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[sammochen's solution](#)

1618.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sammochen's solution](#)

1619.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[sammochen's solution](#)

1620.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[sammochen's solution](#)

1621.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[sammochen's solution](#)

1622.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[sammochen's solution](#)

1623.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sammochen's solution](#)

1624.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sammochen's solution](#)

1625.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[sammochen's solution](#)

1626.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[sammochen's solution](#)

1627.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[sammochen's solution](#)

1628.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings
[sammochen's solution](#)

1629.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[sammochen's solution](#)

1630.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[sammochen's solution](#)

1631.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[sammochen's solution](#)

1632.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[sammochen's solution](#)

1633.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[sammochen's solution](#)

1634.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[sammochen's solution](#)

1635.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[sammochen's solution](#)

1636.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[sammochen's solution](#)

1637.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[sammochen's solution](#)

1638.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2022-05-28 · last AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[sammochen's solution](#)

1639.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[sammochen's solution](#)

1640.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[sammochen's solution](#)

1641.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[sammochen's solution](#)

1642.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[sammochen's solution](#)

1643.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[sammochen's solution](#)

1644.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[sammochen's solution](#)

1645.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[sammochen's solution](#)

1646.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[sammochen's solution](#)

1647.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[sammochen's solution](#)

1648.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[sammochen's solution](#)

1649.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[sammochen's solution](#)

1650.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[sammochen's solution](#)

1651.

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[sammochen's solution](#)

1652.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory
[sammochen's solution](#)

1653.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[sammochen's solution](#)

1654.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[sammochen's solution](#)

1655.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[sammochen's solution](#)**1656.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sammochen's solution](#)**1657.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[sammochen's solution](#)**1658.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[sammochen's solution](#)**1659.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[sammochen's solution](#)**1660.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[sammochen's solution](#)**1661.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[sammochen's solution](#)**1662.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[sammochen's solution](#)**1663.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[sammochen's solution](#)**1664.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[sammochen's solution](#)

1665.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sammochen's solution](#)

1666.

1384E

[String Transformation 2](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees
[sammochen's solution](#)

1667.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive
[sammochen's solution](#)

1668.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1669.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1670.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1671.

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1672.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1673.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1674.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[sammochen's solution](#)

1675.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[sammochen's solution](#)