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# Unique solved — satashun

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1616A

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1392A

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908A

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447A

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**92.**

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363A

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263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**104.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**105.**

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2013-01-04 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**106.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**107.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[satashun's solution](#)

**108.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[satashun's solution](#)

**109.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**110.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[satashun's solution](#)

**111.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[satashun's solution](#)

**112.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[satashun's solution](#)

**113.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[satashun's solution](#)

**114.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[satashun's solution](#)

**115.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[satashun's solution](#)

**116.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[satashun's solution](#)

**117.**

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**118.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[satashun's solution](#)

**119.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,542 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[satashun's solution](#)

**120.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory  
[satashun's solution](#)

**121.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math  
[satashun's solution](#)

**122.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings  
[satashun's solution](#)

**123.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[satashun's solution](#)

**124.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[satashun's solution](#)

**125.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[satashun's solution](#)

**126.**

1326B

[Maximums](#) · [Tutorial](#)

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

**127.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**128.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[satashun's solution](#)

**129.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[satashun's solution](#)

**130.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[satashun's solution](#)

**131.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[satashun's solution](#)

**132.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[satashun's solution](#)

**133.**

776A

[A Serial Killer](#) · [Tutorial](#)

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

[satashun's solution](#)

**134.**

768A

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

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

[satashun's solution](#)

**135.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[satashun's solution](#)

**136.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[satashun's solution](#)

**137.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: implementation

[satashun's solution](#)

**138.**

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: implementation

[satashun's solution](#)

**139.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: greedy

[satashun's solution](#)

**140.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation

[satashun's solution](#)

**141.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**142.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**143.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[satashun's solution](#)

**144.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[satashun's solution](#)

**145.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: implementation

[satashun's solution](#)

**146.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[satashun's solution](#)

**147.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[satashun's solution](#)

**148.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[satashun's solution](#)

**149.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[satashun's solution](#)

**150.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[satashun's solution](#)

**151.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[satashun's solution](#)

**152.**

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[satashun's solution](#)

**153.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[satashun's solution](#)

**154.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[satashun's solution](#)

**155.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**156.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[satashun's solution](#)

**157.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[satashun's solution](#)

**158.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[satashun's solution](#)

**159.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[satashun's solution](#)

**160.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[satashun's solution](#)

**161.**

1450B

[Balls of Steel](#) · [Tutorial](#)

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

**162.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[satashun's solution](#)

**163.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[satashun's solution](#)

**164.**

1266A

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

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

**165.**

1252A

[Copying Homework](#) · [Tutorial](#)

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

**166.**

1237A

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

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

**167.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[satashun's solution](#)

**168.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**169.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: implementation  
[satashun's solution](#)

**170.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[satashun's solution](#)

**171.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation  
[satashun's solution](#)

**172.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation  
[satashun's solution](#)

**173.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: sortings  
[satashun's solution](#)

**174.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation  
[satashun's solution](#)

**175.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: brute force, math  
[satashun's solution](#)

**176.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings  
[satashun's solution](#)

**177.**

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-14 · last AC: 2014-07-14 · GNU C++0x (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**178.**

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**179.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**180.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**181.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**182.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation  
[satashun's solution](#)

**183.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings  
[satashun's solution](#)

**184.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2013-02-17 · GNU C++ (first AC) · Tags: implementation, math  
[satashun's solution](#)

**185.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math  
[satashun's solution](#)

**186.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**187.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**188.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings  
[satashun's solution](#)

**189.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy  
[satashun's solution](#)

**190.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**191.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: greedy, sortings  
[satashun's solution](#)

**192.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**193.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[satashun's solution](#)

**194.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[satashun's solution](#)

**195.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**196.**

1842B

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

Quality: 25,539 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[satashun's solution](#)

**197.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[satashun's solution](#)

**198.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[satashun's solution](#)

**199.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[satashun's solution](#)

**200.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[satashun's solution](#)

**201.**

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[satashun's solution](#)

**202.**

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[satashun's solution](#)

**203.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[satashun's solution](#)

**204.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[satashun's solution](#)

**205.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[satashun's solution](#)

**206.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[satashun's solution](#)

**207.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[satashun's solution](#)

**208.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[satashun's solution](#)

**209.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[satashun's solution](#)

**210.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[satashun's solution](#)

**211.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**212.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[satashun's solution](#)

**213.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[satashun's solution](#)

**214.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[satashun's solution](#)

**215.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[satashun's solution](#)

**216.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[satashun's solution](#)

**217.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math  
[satashun's solution](#)

**218.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[satashun's solution](#)

**219.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[satashun's solution](#)

**220.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory  
[satashun's solution](#)

**221.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation  
[satashun's solution](#)

**222.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: dp, implementation  
[satashun's solution](#)

**223.**

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: data structures, dp  
[satashun's solution](#)

**224.**

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**225.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**226.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: brute force, dp  
[satashun's solution](#)

**227.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-24 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[satashun's solution](#)

**228.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp  
[satashun's solution](#)

**229.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: geometry, implementation, math  
[satashun's solution](#)

**230.**

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[satashun's solution](#)

**231.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2013-01-04 · GNU C++ (first AC) · Tags: implementation, strings  
[satashun's solution](#)

**232.**

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2013-01-01 · GNU C++ (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**233.**

259C

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

Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, strings  
[satashun's solution](#)

**234.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**235.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy  
[satashun's solution](#)

**236.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings  
[satashun's solution](#)

**237.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**238.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**239.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[satashun's solution](#)

**240.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[satashun's solution](#)

**241.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[satashun's solution](#)

**242.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[satashun's solution](#)

**243.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[satashun's solution](#)

**244.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[satashun's solution](#)

**245.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[satashun's solution](#)

**246.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[satashun's solution](#)

**247.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[satashun's solution](#)

**248.**

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[satashun's solution](#)

**249.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[satashun's solution](#)

**250.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[satashun's solution](#)

**251.**

1637C

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

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

**252.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[satashun's solution](#)

**253.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[satashun's solution](#)

**254.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[satashun's solution](#)

**255.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[satashun's solution](#)

**256.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**257.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**258.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[satashun's solution](#)

**259.**

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[satashun's solution](#)

**260.**

1270B

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

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

**261.**

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[satashun's solution](#)

**262.**

1207B

[Square Filling](#) · [Tutorial](#)

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

**263.**

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[satashun's solution](#)

**264.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[satashun's solution](#)

**265.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[satashun's solution](#)

**266.**

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[satashun's solution](#)

**267.**

1091B

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

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

**268.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[satashun's solution](#)

**269.**

908B

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

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

**270.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[satashun's solution](#)

**271.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: implementation, math  
[satashun's solution](#)

**272.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings  
[satashun's solution](#)

**273.**

708A

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

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

**274.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[satashun's solution](#)

**275.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**276.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, implementation  
[satashun's solution](#)

**277.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: dp, implementation, sortings  
[satashun's solution](#)

**278.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[satashun's solution](#)

**279.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory  
[satashun's solution](#)

**280.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: math  
[satashun's solution](#)

**281.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: brute force, graphs, math  
[satashun's solution](#)

**282.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math  
[satashun's solution](#)

**283.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation  
[satashun's solution](#)

**284.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-09 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**285.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[satashun's solution](#)

**286.**

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**287.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: greedy  
[satashun's solution](#)

**288.**

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**289.**

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings  
[satashun's solution](#)

**290.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: implementation, math

[satashun's solution](#)

**291.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[satashun's solution](#)

**292.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[satashun's solution](#)

**293.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[satashun's solution](#)

**294.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**295.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[satashun's solution](#)

**296.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[satashun's solution](#)

**297.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[satashun's solution](#)

**298.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[satashun's solution](#)

**299.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[satashun's solution](#)

**300.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[satashun's solution](#)

**301.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[satashun's solution](#)

**302.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[satashun's solution](#)

**303.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[satashun's solution](#)

**304.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[satashun's solution](#)

**305.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[satashun's solution](#)

**306.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[satashun's solution](#)

**307.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings  
[satashun's solution](#)

**308.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[satashun's solution](#)

**309.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**310.**

889A

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

Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[satashun's solution](#)

**311.**

871A

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

Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[satashun's solution](#)

**312.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[satashun's solution](#)

**313.**

1326C

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

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

[satashun's solution](#)

**314.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[satashun's solution](#)

**315.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[satashun's solution](#)

**316.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[satashun's solution](#)

**317.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[satashun's solution](#)

**318.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[satashun's solution](#)

**319.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[satashun's solution](#)

**320.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[satashun's solution](#)

**321.**

750B

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

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

[satashun's solution](#)

**322.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-26 · last AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**323.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[satashun's solution](#)

**324.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[satashun's solution](#)

**325.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**326.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[satashun's solution](#)

**327.**

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[satashun's solution](#)

**328.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[satashun's solution](#)

**329.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[satashun's solution](#)

**330.**

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dp, implementation

[satashun's solution](#)

**331.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: brute force, dp

[satashun's solution](#)

**332.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: data structures, hashing, implementation  
[satashun's solution](#)

**333.**

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings  
[satashun's solution](#)

**334.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: constructive algorithms, graphs  
[satashun's solution](#)

**335.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[satashun's solution](#)

**336.**

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[satashun's solution](#)

**337.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: implementation, math  
[satashun's solution](#)

**338.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**339.**

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy  
[satashun's solution](#)

**340.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy  
[satashun's solution](#)

**341.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory  
[satashun's solution](#)

**342.**

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: games, greedy, implementation

[satashun's solution](#)

**343.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-01-01 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[satashun's solution](#)

**344.**

246B

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

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math

[satashun's solution](#)

**345.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: implementation, number theory

[satashun's solution](#)

**346.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[satashun's solution](#)

**347.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[satashun's solution](#)

**348.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[satashun's solution](#)

**349.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[satashun's solution](#)

**350.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[satashun's solution](#)

**351.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[satashun's solution](#)

**352.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[satashun's solution](#)

**353.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[satashun's solution](#)

**354.**

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[satashun's solution](#)

**355.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[satashun's solution](#)

**356.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[satashun's solution](#)

**357.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**358.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[satashun's solution](#)

**359.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[satashun's solution](#)

**360.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[satashun's solution](#)

**361.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[satashun's solution](#)

**362.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[satashun's solution](#)

**363.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[satashun's solution](#)

**364.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[satashun's solution](#)

**365.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[satashun's solution](#)

**366.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[satashun's solution](#)

**367.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[satashun's solution](#)

**368.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[satashun's solution](#)

**369.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[satashun's solution](#)

**370.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[satashun's solution](#)

**371.**

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[satashun's solution](#)

**372.**

1270C

[Make Good](#) · [Tutorial](#)

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

[satashun's solution](#)

**373.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[satashun's solution](#)

**374.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[satashun's solution](#)

**375.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[satashun's solution](#)

**376.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[satashun's solution](#)

**377.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

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

[satashun's solution](#)

**378.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[satashun's solution](#)

**379.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[satashun's solution](#)

**380.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[satashun's solution](#)

**381.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[satashun's solution](#)

**382.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[satashun's solution](#)

**383.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[satashun's solution](#)

**384.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[satashun's solution](#)

**385.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[satashun's solution](#)

**386.**

538B

[Quasi Binary](#) · [Tutorial](#)

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

[satashun's solution](#)

**387.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[satashun's solution](#)

**388.**

480A

[Exams](#) · [Tutorial](#)

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

[satashun's solution](#)

**389.**

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[satashun's solution](#)

**390.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[satashun's solution](#)

**391.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: dp, greedy, trees

[satashun's solution](#)

**392.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[satashun's solution](#)

**393.**

379C

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

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

[satashun's solution](#)

**394.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**395.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math  
[satashun's solution](#)

**396.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: greedy, math, number theory  
[satashun's solution](#)

**397.**

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation  
[satashun's solution](#)

**398.**

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2013-06-09 · GNU C++ (first AC) · Tags: brute force  
[satashun's solution](#)

**399.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: shortest paths  
[satashun's solution](#)

**400.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: data structures, implementation  
[satashun's solution](#)

**401.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[satashun's solution](#)

**402.**

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[satashun's solution](#)

**403.**

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[satashun's solution](#)

**404.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation  
[satashun's solution](#)

**405.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[satashun's solution](#)

**406.**

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-17 · GNU C++ (first AC) · Tags: implementation, math

[satashun's solution](#)

**407.**

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[satashun's solution](#)

**408.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,585 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[satashun's solution](#)

**409.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[satashun's solution](#)

**410.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[satashun's solution](#)

**411.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[satashun's solution](#)

**412.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[satashun's solution](#)

**413.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[satashun's solution](#)

**414.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[satashun's solution](#)

**415.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[satashun's solution](#)

**416.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[satashun's solution](#)

**417.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

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**418.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[satashun's solution](#)

**419.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[satashun's solution](#)

**420.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[satashun's solution](#)

**421.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[satashun's solution](#)

**422.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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**423.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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**424.**

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**425.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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**426.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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**427.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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**428.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[satashun's solution](#)

**429.**

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[satashun's solution](#)

**430.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

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

[satashun's solution](#)

**431.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

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

[satashun's solution](#)

**432.**

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[satashun's solution](#)

**433.**

1368B

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Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[satashun's solution](#)

**434.**

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[satashun's solution](#)

**435.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[satashun's solution](#)

**436.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[satashun's solution](#)

**437.**

790A

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

Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[satashun's solution](#)

**438.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[satashun's solution](#)

**439.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[satashun's solution](#)

**440.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[satashun's solution](#)

**441.**

1326D1

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

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

[satashun's solution](#)

**442.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[satashun's solution](#)

**443.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[satashun's solution](#)

**444.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

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**445.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[satashun's solution](#)

**446.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[satashun's solution](#)

**447.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[satashun's solution](#)

**448.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[satashun's solution](#)

**449.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[satashun's solution](#)

**450.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**451.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[satashun's solution](#)

**452.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[satashun's solution](#)

**453.**

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dp, math, number theory

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**454.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[satashun's solution](#)

**455.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[satashun's solution](#)

**456.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[satashun's solution](#)

**457.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[satashun's solution](#)

**458.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: dp

[satashun's solution](#)

**459.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: dp, implementation, math

[satashun's solution](#)

**460.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2014-07-25 · GNU C++0x (first AC) · Tags: brute force, dp

[satashun's solution](#)

**461.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2014-07-25 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp

[satashun's solution](#)

**462.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: dp

[satashun's solution](#)

**463.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[satashun's solution](#)

**464.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[satashun's solution](#)

**465.**

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[satashun's solution](#)

**466.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: implementation, strings  
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**467.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: \*special, brute force, dp, strings  
[satashun's solution](#)

**468.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dp, math, matrices  
[satashun's solution](#)

**469.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs  
[satashun's solution](#)

**470.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation  
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**471.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: data structures, dsu  
[satashun's solution](#)

**472.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math  
[satashun's solution](#)

**473.**

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[satashun's solution](#)

**474.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation  
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**475.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings  
[satashun's solution](#)

**476.**

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy  
[satashun's solution](#)

**477.**

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[satashun's solution](#)

**478.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation

[satashun's solution](#)

**479.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

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**480.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[satashun's solution](#)

**481.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-15 · GNU C++ (first AC) · Tags: —

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**482.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**483.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**484.**

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: dp, number theory

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**485.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[satashun's solution](#)

**486.**

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation

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**487.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[satashun's solution](#)

**488.**

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp, implementation

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**489.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[satashun's solution](#)

**490.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[satashun's solution](#)

**491.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[satashun's solution](#)

**492.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[satashun's solution](#)

**493.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[satashun's solution](#)

**494.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[satashun's solution](#)

**495.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[satashun's solution](#)

**496.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

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**497.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**498.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp  
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**499.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[satashun's solution](#)

**500.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[satashun's solution](#)

**501.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[satashun's solution](#)

**502.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[satashun's solution](#)

**503.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[satashun's solution](#)

**504.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[satashun's solution](#)

**505.**

1458A

[Row GCD](#) · [Tutorial](#)

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

[satashun's solution](#)

**506.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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**507.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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**508.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[satashun's solution](#)

**509.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[satashun's solution](#)

**510.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[satashun's solution](#)

**511.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[satashun's solution](#)

**512.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[satashun's solution](#)

**513.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[satashun's solution](#)

**514.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[satashun's solution](#)

**515.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**516.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[satashun's solution](#)

**517.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[satashun's solution](#)

**518.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**519.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[satashun's solution](#)

**520.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[satashun's solution](#)

**521.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[satashun's solution](#)

**522.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[satashun's solution](#)

**523.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[satashun's solution](#)

**524.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[satashun's solution](#)

**525.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[satashun's solution](#)

**526.**

966A

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

Rating: 1600 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[satashun's solution](#)

**527.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[satashun's solution](#)

**528.**

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[satashun's solution](#)

**529.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[satashun's solution](#)

**530.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[satashun's solution](#)

**531.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[satashun's solution](#)

**532.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[satashun's solution](#)

**533.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[satashun's solution](#)

**534.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[satashun's solution](#)

**535.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: implementation

[satashun's solution](#)

**536.**

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**537.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[satashun's solution](#)

**538.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[satashun's solution](#)

**539.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[satashun's solution](#)

**540.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[satashun's solution](#)

**541.**

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[satashun's solution](#)

**542.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[satashun's solution](#)

**543.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation  
[satashun's solution](#)

**544.**

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[satashun's solution](#)

**545.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers  
[satashun's solution](#)

**546.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[satashun's solution](#)

**547.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation  
[satashun's solution](#)

**548.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[satashun's solution](#)

**549.**

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math  
[satashun's solution](#)

**550.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: dp, math, number theory  
[satashun's solution](#)

**551.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: dp

[satashun's solution](#)

**552.**

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[satashun's solution](#)

**553.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: data structures, dp, implementation, sortings

[satashun's solution](#)

**554.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[satashun's solution](#)

**555.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[satashun's solution](#)

**556.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2014-06-15 · GNU C++ (first AC) · Tags: dp, implementation, trees

[satashun's solution](#)

**557.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[satashun's solution](#)

**558.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[satashun's solution](#)

**559.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[satashun's solution](#)

**560.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[satashun's solution](#)

**561.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[satashun's solution](#)

**562.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[satashun's solution](#)

**563.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation  
[satashun's solution](#)

**564.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings  
[satashun's solution](#)

**565.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory  
[satashun's solution](#)

**566.**

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation  
[satashun's solution](#)

**567.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory  
[satashun's solution](#)

**568.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory  
[satashun's solution](#)

**569.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math  
[satashun's solution](#)

**570.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force  
[satashun's solution](#)

**571.**

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-08 · GNU C++ (first AC) · Tags: implementation  
[satashun's solution](#)

**572.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**573.**

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: greedy, math, sortings

[satashun's solution](#)

**574.**

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[satashun's solution](#)

**575.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-15 · GNU C++ (first AC) · Tags: combinatorics

[satashun's solution](#)

**576.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[satashun's solution](#)

**577.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[satashun's solution](#)

**578.**

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[satashun's solution](#)

**579.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[satashun's solution](#)

**580.**

244C

[The Brand New Function](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[satashun's solution](#)

**581.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[satashun's solution](#)

**582.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[satashun's solution](#)

**583.**

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: greedy, number theory

[satashun's solution](#)

**584.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[satashun's solution](#)

**585.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[satashun's solution](#)

**586.**

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[satashun's solution](#)

**587.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[satashun's solution](#)

**588.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[satashun's solution](#)

**589.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[satashun's solution](#)

**590.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[satashun's solution](#)

**591.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[satashun's solution](#)

**592.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[satashun's solution](#)

**593.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[satashun's solution](#)

**594.**

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[satashun's solution](#)

**595.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[satashun's solution](#)

**596.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[satashun's solution](#)

**597.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[satashun's solution](#)

**598.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[satashun's solution](#)

**599.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[satashun's solution](#)

**600.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[satashun's solution](#)

**601.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[satashun's solution](#)

**602.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[satashun's solution](#)

**603.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[satashun's solution](#)

**604.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[satashun's solution](#)

**605.**

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[satashun's solution](#)

**606.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[satashun's solution](#)

**607.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[satashun's solution](#)

**608.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[satashun's solution](#)

**609.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[satashun's solution](#)

**610.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[satashun's solution](#)

**611.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[satashun's solution](#)

**612.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[satashun's solution](#)

**613.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[satashun's solution](#)

**614.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[satashun's solution](#)

**615.**

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[satashun's solution](#)

**616.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[satashun's solution](#)

**617.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[satashun's solution](#)

**618.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[satashun's solution](#)

**619.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[satashun's solution](#)

**620.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[satashun's solution](#)

**621.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[satashun's solution](#)

**622.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[satashun's solution](#)

**623.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[satashun's solution](#)

**624.**

1280A

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**625.**

1268A

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**626.**

1267E

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**627.**

1261A

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Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
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**628.**

949B

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**629.**

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
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**630.**

1239A

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**631.**

1237C1

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**632.**

1204C

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**633.**

1185C2

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**634.**

1185D

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Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**635.**

966B

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**636.**

1091D

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**637.**

1089E

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**638.**

852G

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**639.**

765D

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**640.**

739A

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**641.**

737B

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**642.**

737A

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**643.**

698B

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**644.**

696B

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691D

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**646.**

533C

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689C

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**648.**

685A

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678D

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**650.**

634C

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**651.**

634B

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**652.**

484A

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**653.**

480B

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Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings  
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**654.**

101B

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**655.**

474D

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**656.**

126B

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**657.**

295B

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339C

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219D

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**660.**

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**661.**

225C

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**662.**

4D

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**663.**

118D

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**664.**

385C

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**665.**

349B

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**667.**

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327C

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**669.**

321A

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**670.**

303B

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**671.**

198A

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**672.**

297A

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**673.**

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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**674.**

294B

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Quality: 5,036 global accepts · Rating: 1700 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, greedy

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**675.**

279C

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Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

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**676.**

276D

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Quality: 16,369 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

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**677.**

275B

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Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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**678.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

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**679.**

35D

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**680.**

35B

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260C

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**682.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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**683.**

2164D

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Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

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**684.**

2035D

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**685.**

1930D1

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**686.**

1852A

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1782D

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1750D

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**689.**

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**690.**

1648B

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**691.**

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**692.**

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**693.**

1548B

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**694.**

1552D

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**695.**

1552C

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**696.**

1491D

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**697.**

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
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**698.**

1442A

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**699.**

1466E

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**700.**

1450D

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**701.**

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
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**702.**

1381B

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Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**703.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers  
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947C

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Rating: 1800 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees  
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**705.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp  
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**706.**

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
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**707.**

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp  
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**708.**

917A

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**709.**

800B

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Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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**710.**

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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**711.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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**712.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[satashun's solution](#)

**713.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[satashun's solution](#)

**714.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[satashun's solution](#)

**715.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[satashun's solution](#)

**716.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[satashun's solution](#)

**717.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[satashun's solution](#)

**718.**

1261B2

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Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[satashun's solution](#)

**719.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**720.**

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**721.**

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[satashun's solution](#)

**722.**

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
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**723.**

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
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**724.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[satashun's solution](#)

**725.**

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[satashun's solution](#)

**726.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math  
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**727.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings  
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**728.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
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**729.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive  
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**730.**

528B

[Clique Problem](#) · [Tutorial](#)

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**731.**

700B

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[satashun's solution](#)

**732.**

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2016-07-12 · last AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[satashun's solution](#)

**733.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: data structures, sortings

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**734.**

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[satashun's solution](#)

**735.**

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

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**736.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

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**737.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[satashun's solution](#)

**738.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

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**739.**

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: greedy

[satashun's solution](#)

**740.**

38E

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Quality: 2,998 global accepts · Rating: 1800 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp, sortings

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**741.**

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[satashun's solution](#)

**742.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[satashun's solution](#)

**743.**

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[satashun's solution](#)

**744.**

409E

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Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[satashun's solution](#)

**745.**

245H

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Quality: 9,059 global accepts · Rating: 1800 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: dp, hashing, strings

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**746.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[satashun's solution](#)

**747.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[satashun's solution](#)

**748.**

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: brute force, number theory

[satashun's solution](#)

**749.**

275D

[Zero Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[satashun's solution](#)

**750.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[satashun's solution](#)

**751.**

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[satashun's solution](#)

**752.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: brute force, geometry, math  
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**753.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, implementation, math  
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**754.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
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**755.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
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**756.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
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**757.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math  
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**758.**

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees  
[satashun's solution](#)

**759.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
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**760.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[satashun's solution](#)

**761.**

1787D

[Game on Axis](#) · [Tutorial](#)

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**762.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
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**763.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
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**764.**

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
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**765.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
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**766.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation  
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**767.**

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
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**768.**

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
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**769.**

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
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**770.**

1375D

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**771.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees  
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**772.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[satashun's solution](#)

**773.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[satashun's solution](#)

**774.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[satashun's solution](#)

**775.**

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

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**776.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[satashun's solution](#)

**777.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

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**778.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

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**779.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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**780.**

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[satashun's solution](#)

**781.**

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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**782.**

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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**783.**

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

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**784.**

1119E

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**785.**

1060D

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**786.**

1161B

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Rating: 1900 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

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**787.**

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

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**788.**

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

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**789.**

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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**790.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[satashun's solution](#)

**791.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[satashun's solution](#)

**792.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-26 · last AC: 2016-10-26 · GNU C++11 (first AC) · Tags: dp  
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**793.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[satashun's solution](#)

**794.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
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**795.**

529B

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Quality: 999 global accepts · Rating: 1900 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
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**796.**

529E

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**797.**

717E

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
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**798.**

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities  
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**799.**

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · last AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[satashun's solution](#)

**800.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: math  
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**801.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
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**802.**

566D

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Quality: 3,951 global accepts · Rating: 1900 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: data structures, dsu  
[satashun's solution](#)

**803.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math  
[satashun's solution](#)

**804.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices  
[satashun's solution](#)

**805.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

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[satashun's solution](#)

**806.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees  
[satashun's solution](#)

**807.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[satashun's solution](#)

**808.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp  
[satashun's solution](#)

**809.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation  
[satashun's solution](#)

**810.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, dsu, trees  
[satashun's solution](#)

**811.**

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math  
[satashun's solution](#)

**812.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp  
[satashun's solution](#)

**813.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp  
[satashun's solution](#)

**814.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: data structures, dp, strings  
[satashun's solution](#)

**815.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: combinatorics, dp  
[satashun's solution](#)

**816.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers  
[satashun's solution](#)

**817.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, dsu  
[satashun's solution](#)

**818.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: dp, flows, greedy  
[satashun's solution](#)

**819.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**820.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2014-07-26 · last AC: 2014-07-26 · GNU C++0x (first AC) · Tags: brute force, divide and conquer, dp  
[satashun's solution](#)

**821.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy  
[satashun's solution](#)

**822.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures  
[satashun's solution](#)

**823.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2013-11-17 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math  
[satashun's solution](#)

**824.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: math, number theory

[satashun's solution](#)

**825.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[satashun's solution](#)

**826.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[satashun's solution](#)

**827.**

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: greedy, math

[satashun's solution](#)

**828.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1900 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: geometry, ternary search, two pointers

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**829.**

2196C2

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1025D

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees  
[satashun's solution](#)

**928.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[satashun's solution](#)

**929.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[satashun's solution](#)

**930.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[satashun's solution](#)

**931.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[satashun's solution](#)

**932.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[satashun's solution](#)

**933.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[satashun's solution](#)

**934.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[satashun's solution](#)

**935.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[satashun's solution](#)

**936.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[satashun's solution](#)

**937.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[satashun's solution](#)

**938.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[satashun's solution](#)

**939.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory  
[satashun's solution](#)

**940.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games  
[satashun's solution](#)

**941.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, greedy  
[satashun's solution](#)

**942.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs  
[satashun's solution](#)

**943.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: dp, greedy  
[satashun's solution](#)

**944.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures  
[satashun's solution](#)

**945.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers  
[satashun's solution](#)

**946.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: dp, greedy, two pointers  
[satashun's solution](#)

**947.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2014-10-13 · GNU C++0x (first AC) · Tags: dp, geometry  
[satashun's solution](#)

**948.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: combinatorics, dp, math  
[satashun's solution](#)

**949.**

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: dp, games  
[satashun's solution](#)

**950.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: data structures, math, number theory  
[satashun's solution](#)

**951.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities  
[satashun's solution](#)

**952.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures  
[satashun's solution](#)

**953.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2014-01-07 · GNU C++ (first AC) · Tags: data structures, dp, math  
[satashun's solution](#)

**954.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory  
[satashun's solution](#)

**955.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees  
[satashun's solution](#)

**956.**

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: math, probabilities, sortings  
[satashun's solution](#)

**957.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees  
[satashun's solution](#)

**958.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[satashun's solution](#)

**959.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[satashun's solution](#)

**960.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[satashun's solution](#)

**961.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[satashun's solution](#)

**962.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[satashun's solution](#)

**963.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[satashun's solution](#)

**964.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[satashun's solution](#)

**965.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[satashun's solution](#)

**966.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[satashun's solution](#)

**967.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[satashun's solution](#)

**968.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[satashun's solution](#)

**969.**

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[satashun's solution](#)

**970.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[satashun's solution](#)

**971.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[satashun's solution](#)

**972.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[satashun's solution](#)

**973.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[satashun's solution](#)

**974.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[satashun's solution](#)

**975.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[satashun's solution](#)

**976.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[satashun's solution](#)

**977.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths  
[satashun's solution](#)

**978.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[satashun's solution](#)

**979.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[satashun's solution](#)

**980.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[satashun's solution](#)

**981.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[satashun's solution](#)

**982.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[satashun's solution](#)

**983.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[satashun's solution](#)

**984.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[satashun's solution](#)

**985.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[satashun's solution](#)

**986.**

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[satashun's solution](#)

**987.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[satashun's solution](#)

**988.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[satashun's solution](#)

**989.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[satashun's solution](#)

**990.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[satashun's solution](#)

**991.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[satashun's solution](#)

**992.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[satashun's solution](#)

**993.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[satashun's solution](#)

**994.**

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[satashun's solution](#)

**995.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-07-07 · last AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[satashun's solution](#)

**996.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[satashun's solution](#)

**997.**

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[satashun's solution](#)

**998.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[satashun's solution](#)

**999.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: games, math

[satashun's solution](#)

**1000.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[satashun's solution](#)

**1001.**

538E

[Demourges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[satashun's solution](#)

**1002.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[satashun's solution](#)

**1003.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dp, sortings

[satashun's solution](#)

**1004.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: dp, greedy

[satashun's solution](#)

**1005.**

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[satashun's solution](#)

**1006.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[satashun's solution](#)

**1007.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-17 · GNU C++ (first AC) · Tags: graphs, greedy

[satashun's solution](#)

**1008.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[satashun's solution](#)

**1009.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[satashun's solution](#)

**1010.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[satashun's solution](#)

**1011.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[satashun's solution](#)

**1012.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[satashun's solution](#)

**1013.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[satashun's solution](#)

**1014.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings  
[satashun's solution](#)

**1015.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[satashun's solution](#)

**1016.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math  
[satashun's solution](#)

**1017.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math  
[satashun's solution](#)

**1018.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[satashun's solution](#)

**1019.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[satashun's solution](#)

**1020.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy  
[satashun's solution](#)

**1021.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[satashun's solution](#)

**1022.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory  
[satashun's solution](#)

**1023.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[satashun's solution](#)

**1024.**

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**1025.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[satashun's solution](#)

**1026.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[satashun's solution](#)

**1027.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[satashun's solution](#)

**1028.**

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[satashun's solution](#)

**1029.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, sortings

[satashun's solution](#)

**1030.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[satashun's solution](#)

**1031.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[satashun's solution](#)

**1032.**

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[satashun's solution](#)

**1033.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[satashun's solution](#)

**1034.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[satashun's solution](#)

**1035.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[satashun's solution](#)

**1036.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[satashun's solution](#)

**1037.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[satashun's solution](#)

**1038.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[satashun's solution](#)

**1039.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[satashun's solution](#)

**1040.**

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

[satashun's solution](#)

**1041.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, trees

[satashun's solution](#)

**1042.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[satashun's solution](#)

**1043.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[satashun's solution](#)

**1044.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[satashun's solution](#)

**1045.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[satashun's solution](#)

**1046.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[satashun's solution](#)

**1047.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[satashun's solution](#)

**1048.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[satashun's solution](#)

**1049.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[satashun's solution](#)

**1050.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[satashun's solution](#)

**1051.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[satashun's solution](#)

**1052.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-10-11 · last AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp

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**1053.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: data structures, math

[satashun's solution](#)

### 1054.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[satashun's solution](#)

### 1055.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

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### 1056.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[satashun's solution](#)

### 1057.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[satashun's solution](#)

### 1058.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[satashun's solution](#)

### 1059.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[satashun's solution](#)

### 1060.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[satashun's solution](#)

### 1061.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[satashun's solution](#)

### 1062.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[satashun's solution](#)

**1063.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
[satashun's solution](#)

**1064.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory  
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**1065.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation  
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**1066.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[satashun's solution](#)

**1067.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math  
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**1068.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[satashun's solution](#)

**1069.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy  
[satashun's solution](#)

**1070.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
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**1071.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar  
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**1072.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
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**1073.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[satashun's solution](#)

**1074.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[satashun's solution](#)

**1075.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[satashun's solution](#)

**1076.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[satashun's solution](#)

**1077.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[satashun's solution](#)

**1078.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy  
[satashun's solution](#)

**1079.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[satashun's solution](#)

**1080.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs  
[satashun's solution](#)

**1081.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices  
[satashun's solution](#)

**1082.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[satashun's solution](#)

**1083.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory  
[satashun's solution](#)

**1084.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[satashun's solution](#)

**1085.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees  
[satashun's solution](#)

**1086.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[satashun's solution](#)

**1087.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings  
[satashun's solution](#)

**1088.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[satashun's solution](#)

**1089.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[satashun's solution](#)

**1090.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[satashun's solution](#)

**1091.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[satashun's solution](#)

**1092.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[satashun's solution](#)

**1093.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: dp  
[satashun's solution](#)

**1094.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation  
[satashun's solution](#)

**1095.**

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, sortings

[satashun's solution](#)

**1096.**

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[satashun's solution](#)

**1097.**

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[satashun's solution](#)

**1098.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[satashun's solution](#)

**1099.**

657C

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

Rating: 2400 · first AC: 2016-03-28 · last AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[satashun's solution](#)

**1100.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: data structures

[satashun's solution](#)

**1101.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[satashun's solution](#)

**1102.**

299E

[Cube Problem](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: —

[satashun's solution](#)

**1103.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[satashun's solution](#)

**1104.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[satashun's solution](#)

**1105.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation, math, trees

[satashun's solution](#)

**1106.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[satashun's solution](#)

**1107.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[satashun's solution](#)

**1108.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[satashun's solution](#)

**1109.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[satashun's solution](#)

**1110.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[satashun's solution](#)

**1111.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[satashun's solution](#)

**1112.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[satashun's solution](#)

**1113.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[satashun's solution](#)

**1114.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[satashun's solution](#)

**1115.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[satashun's solution](#)

**1116.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[satashun's solution](#)

**1117.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[satashun's solution](#)

**1118.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[satashun's solution](#)

**1119.**

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[satashun's solution](#)

**1120.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[satashun's solution](#)

**1121.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[satashun's solution](#)

**1122.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[satashun's solution](#)

**1123.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[satashun's solution](#)

**1124.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[satashun's solution](#)

**1125.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[satashun's solution](#)

**1126.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[satashun's solution](#)

**1127.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: math, number theory  
[satashun's solution](#)

**1128.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft  
[satashun's solution](#)

**1129.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[satashun's solution](#)

**1130.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings  
[satashun's solution](#)

**1131.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[satashun's solution](#)

**1132.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math  
[satashun's solution](#)

**1133.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees  
[satashun's solution](#)

**1134.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[satashun's solution](#)

**1135.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings  
[satashun's solution](#)

**1136.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities  
[satashun's solution](#)

**1137.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[satashun's solution](#)

**1138.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[satashun's solution](#)

**1139.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[satashun's solution](#)

**1140.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[satashun's solution](#)

**1141.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[satashun's solution](#)

**1142.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[satashun's solution](#)

**1143.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[satashun's solution](#)

**1144.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[satashun's solution](#)

**1145.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[satashun's solution](#)

**1146.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[satashun's solution](#)

**1147.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings  
[satashun's solution](#)

**1148.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory  
[satashun's solution](#)

**1149.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[satashun's solution](#)

**1150.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: dp  
[satashun's solution](#)

**1151.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dp, probabilities  
[satashun's solution](#)

**1152.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2013-05-24 · last AC: 2013-05-24 · GNU C++ (first AC) · Tags: dp, math, probabilities  
[satashun's solution](#)

**1153.**

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: dp, math, probabilities  
[satashun's solution](#)

**1154.**

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[satashun's solution](#)

**1155.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[satashun's solution](#)

**1156.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[satashun's solution](#)

**1157.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[satashun's solution](#)

**1158.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[satashun's solution](#)

**1159.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[satashun's solution](#)

**1160.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[satashun's solution](#)

**1161.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[satashun's solution](#)

**1162.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[satashun's solution](#)

**1163.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[satashun's solution](#)

**1164.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[satashun's solution](#)

**1165.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[satashun's solution](#)

**1166.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[satashun's solution](#)

**1167.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[satashun's solution](#)

**1168.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[satashun's solution](#)

**1169.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[satashun's solution](#)

**1170.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[satashun's solution](#)

**1171.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[satashun's solution](#)

**1172.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[satashun's solution](#)

**1173.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[satashun's solution](#)

**1174.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[satashun's solution](#)

**1175.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[satashun's solution](#)

**1176.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[satashun's solution](#)

**1177.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[satashun's solution](#)

**1178.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[satashun's solution](#)

**1179.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[satashun's solution](#)

**1180.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[satashun's solution](#)

**1181.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[satashun's solution](#)

**1182.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[satashun's solution](#)

**1183.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[satashun's solution](#)

**1184.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[satashun's solution](#)

**1185.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: greedy

[satashun's solution](#)

**1186.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[satashun's solution](#)

**1187.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[satashun's solution](#)

**1188.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[satashun's solution](#)

**1189.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures  
[satashun's solution](#)

**1190.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities  
[satashun's solution](#)

**1191.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[satashun's solution](#)

**1192.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths  
[satashun's solution](#)

**1193.**

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[satashun's solution](#)

**1194.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
[satashun's solution](#)

**1195.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[satashun's solution](#)

**1196.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[satashun's solution](#)

**1197.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees  
[satashun's solution](#)

**1198.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[satashun's solution](#)

### 1199.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[satashun's solution](#)

### 1200.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · last AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[satashun's solution](#)

### 1201.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[satashun's solution](#)

### 1202.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[satashun's solution](#)

### 1203.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[satashun's solution](#)

### 1204.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[satashun's solution](#)

### 1205.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[satashun's solution](#)

### 1206.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[satashun's solution](#)

### 1207.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[satashun's solution](#)

### 1208.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[satashun's solution](#)

**1209.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy  
[satashun's solution](#)

**1210.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[satashun's solution](#)

**1211.**

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1212.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[satashun's solution](#)

**1213.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: data structures, dp, sortings  
[satashun's solution](#)

**1214.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities  
[satashun's solution](#)

**1215.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities  
[satashun's solution](#)

**1216.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[satashun's solution](#)

**1217.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[satashun's solution](#)

**1218.**

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings  
[satashun's solution](#)

**1219.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[satashun's solution](#)

**1220.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[satashun's solution](#)

**1221.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
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**1222.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1223.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1224.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1225.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1226.**

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1227.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · Python 3 (first AC) · Tags: —  
[satashun's solution](#)

**1228.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1229.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1230.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[satashun's solution](#)

**1231.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1232.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1233.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1234.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1235.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1236.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1237.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1238.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1239.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1240.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1241.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1242.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1243.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1244.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1245.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1246.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1247.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1248.**

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1249.**

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1250.**

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: —  
[satashun's solution](#)

**1251.**

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1252.**

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1253.**

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1254.**

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1255.**

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1256.**

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1257.**

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1258.**

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1259.**

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1260.**

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1261.**

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1262.**

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1263.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1264.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1265.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1266.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1267.**

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1268.**

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1269.**

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1270.**

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1271.**

101234A

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

Rating: — · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1272.**

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1273.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1274.**

101667H

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

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1275.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1276.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1277.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1278.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1279.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[satashun's solution](#)

**1280.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1281.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1282.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1283.**

101234G

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

Rating: — · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1284.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1285.**

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1286.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1287.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1288.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1289.**

101612F

[Fygon 2.0](#) · [Tutorial](#)

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**1290.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

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**1291.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

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**1292.**

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[satashun's solution](#)

**1293.**

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[Kotlin Island](#) · [Tutorial](#)

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[satashun's solution](#)

**1294.**

101612L

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[satashun's solution](#)

**1295.**

101612A

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[satashun's solution](#)

**1296.**

101611G

[God of Winds](#) · [Tutorial](#)

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[satashun's solution](#)

**1297.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1298.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1299.**

100633K

[Dividing an orange](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1300.**

100633C

[Chocolate triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1301.**

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1302.**

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1303.**

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1304.**

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1305.**

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1306.**

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1307.**

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1308.**

100430H

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

Rating: — · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1309.**

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1310.**

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1311.**

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1312.**

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1313.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1314.**

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1315.**

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1316.**

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1317.**

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1318.**

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1319.**

100199D

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

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1320.**

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1321.**

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1322.**

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1323.**

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: —  
[satashun's solution](#)

**1324.**

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[satashun's solution](#)

**1325.**

100524A

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

Rating: — · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: —  
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