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# Unique solved — shstyle.

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Filters: none

Count: 1,678

- 1.**  
2172A  
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- 2.**  
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- 3.**  
1746B  
[Rebellion](#) · [Tutorial](#)  
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- 4.**  
1746A  
[Maxmina](#) · [Tutorial](#)  
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- 5.**  
1804A  
[Lame King](#) · [Tutorial](#)  
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- 6.**  
2038J  
[Waiting for...](#) · [Tutorial](#)  
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2038N  
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- 8.**  
2029A  
[Set](#) · [Tutorial](#)  
Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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- 9.**  
2030B  
[Minimise Oneness](#) · [Tutorial](#)  
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## 10.

2030A

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## 12.

2021A

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[shstyle.'s solution](#)

## 13.

1858A

### [Buttons](#) · [Tutorial](#)

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## 14.

2020A

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## 15.

2013A

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## 16.

1805B

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1805A

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## 18.

1712B

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## 19.

1712A

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**20.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

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**21.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

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**22.**

1617A

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

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**23.**

1634A

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**24.**

2001B

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

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**25.**

2001A

[Make All Equal](#) · [Tutorial](#)

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**26.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

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**27.**

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**28.**

1678A

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

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**29.**

1688A

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

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**30.**

2004A

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**31.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

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[shstyle.'s solution](#)

**32.**

2002A

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

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**33.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

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**34.**

1762A

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

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**35.**

1999A

[A+B Again?](#) · [Tutorial](#)

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**36.**

1999C

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Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**37.**

1499A

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**38.**

1993A

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**39.**

1735A

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**40.**

1768A

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41.

1713A

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

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42.

1997A

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43.

1991A

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44.

1672B

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45.

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46.

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47.

1995A

[Diagonals](#) · [Tutorial](#)

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48.

1473A

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49.

1994A

[Diverse Game](#) · [Tutorial](#)

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50.

1696A

[NIT orz!](#) · [Tutorial](#)

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- 51.**  
1455A  
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Quality: 27,411 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
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- 52.**  
1542A  
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Quality: 51,639 global accepts · Rating: 800 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
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- 53.**  
1660B  
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Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math  
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- 54.**  
1660A  
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- 55.**  
1668A  
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Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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- 56.**  
1426A  
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Quality: 54,968 global accepts · Rating: 800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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- 57.**  
1539B  
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- 58.**  
1987A  
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- 59.**  
1632A  
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- 60.**  
1720B  
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- 61.**  
1989A  
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- 62.**  
1612A  
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- 63.**  
1671A  
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1982A  
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- 65.**  
1504A  
[Déjà Vu](#) · [Tutorial](#)  
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- 66.**  
1986A  
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- 67.**  
1551B1  
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1551A  
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- 69.**  
1646B  
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- 70.**  
1646A  
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Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
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- 71.**  
1311A  
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Quality: 46,275 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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- 72.**  
1978B  
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**73.**

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**74.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**75.**

1714B

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**76.**

1984A

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

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**77.**

1979A

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**78.**

1981A

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**79.**

1688B

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**80.**

1976A

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**81.**

1680B

[Robots](#) · [Tutorial](#)

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**82.**

1680A

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

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**83.**

1766A

[Extremely Round](#) · [Tutorial](#)

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**84.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**85.**

1697A

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**86.**

1701B

[Permutation](#) · [Tutorial](#)

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**87.**

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**88.**

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**89.**

1783A

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

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[shstyle.'s solution](#)

**90.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
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**91.**

92A

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Quality: 21,532 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**92.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[shstyle.'s solution](#)

**93.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**94.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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**95.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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**96.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**97.**

1337A

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

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**98.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[shstyle.'s solution](#)

**99.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[shstyle.'s solution](#)

**100.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**101.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[shstyle.'s solution](#)

**102.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**103.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[shstyle.'s solution](#)

**104.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[shstyle.'s solution](#)

**105.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**106.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**107.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**108.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**109.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[shstyle.'s solution](#)

**110.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**111.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**112.**

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[shstyle.'s solution](#)

**113.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[shstyle.'s solution](#)

**114.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**115.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[shstyle.'s solution](#)

**116.**

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**117.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,158 global accepts · Rating: 800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**118.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[shstyle.'s solution](#)

**119.**

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[shstyle.'s solution](#)

**120.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**121.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**122.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[shstyle.'s solution](#)

**123.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**124.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[shstyle.'s solution](#)

**125.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[shstyle.'s solution](#)

**126.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[shstyle.'s solution](#)

**127.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**128.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[shstyle.'s solution](#)

**129.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[shstyle.'s solution](#)

**130.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[shstyle.'s solution](#)

**131.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[shstyle.'s solution](#)

**132.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**133.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**134.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[shstyle.'s solution](#)

**135.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[shstyle.'s solution](#)

**136.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[shstyle.'s solution](#)

**137.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[shstyle.'s solution](#)

### 138.

1916A

[2023 · Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[shstyle.'s solution](#)

### 139.

1915C

[Can I Square? · Tutorial](#)

Quality: 54,193 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[shstyle.'s solution](#)

### 140.

1915A

[Odd One Out · Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[shstyle.'s solution](#)

### 141.

1909A

[Distinct Buttons · Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

### 142.

1913A

[Rating Increase · Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

### 143.

1902A

[Binary Imbalance · Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

### 144.

1900A

[Cover in Water · Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[shstyle.'s solution](#)

### 145.

1896A

[Jagged Swaps · Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[shstyle.'s solution](#)

### 146.

1901A

[Line Trip · Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

### 147.

1898A

[Milica and String · Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[shstyle.'s solution](#)

**148.**

1899A

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

Quality: 92,820 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[shstyle.'s solution](#)

**149.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[shstyle.'s solution](#)

**150.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**151.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**152.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[shstyle.'s solution](#)

**153.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[shstyle.'s solution](#)

**154.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[shstyle.'s solution](#)

**155.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[shstyle.'s solution](#)

**156.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**157.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**158.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[shstyle.'s solution](#)

**159.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[shstyle.'s solution](#)

**160.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,359 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[shstyle.'s solution](#)

**161.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**162.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,711 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**163.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**164.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**165.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**166.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[shstyle.'s solution](#)

**167.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**168.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[shstyle.'s solution](#)

**169.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[shstyle.'s solution](#)

**170.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**171.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[shstyle.'s solution](#)

**172.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**173.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[shstyle.'s solution](#)

**174.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,381 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math  
[shstyle.'s solution](#)

**175.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**176.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[shstyle.'s solution](#)

**177.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[shstyle.'s solution](#)

**178.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2023-08-25 · last AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**179.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**180.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings  
[shstyle.'s solution](#)

**181.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[shstyle.'s solution](#)

**182.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**183.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,444 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**184.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[shstyle.'s solution](#)

**185.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[shstyle.'s solution](#)

**186.**

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**187.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[shstyle.'s solution](#)

**188.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[shstyle.'s solution](#)

**189.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**190.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**191.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**192.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**193.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**194.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[shstyle.'s solution](#)

**195.**

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[shstyle.'s solution](#)

**196.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**197.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shstyle.'s solution](#)

**198.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[shstyle.'s solution](#)

**199.**

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[shstyle.'s solution](#)

**200.**

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[shstyle.'s solution](#)

**201.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers  
[shstyle.'s solution](#)

**202.**

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[shstyle.'s solution](#)

**203.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[shstyle.'s solution](#)

**204.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**205.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[shstyle.'s solution](#)

**206.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities  
[shstyle.'s solution](#)

**207.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers  
[shstyle.'s solution](#)

**208.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**209.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**210.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**211.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[shstyle.'s solution](#)

**212.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[shstyle.'s solution](#)

**213.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: math  
[shstyle.'s solution](#)

**214.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**215.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[shstyle.'s solution](#)

**216.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**217.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**218.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**219.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**220.**

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**221.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[shstyle.'s solution](#)

**222.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**223.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[shstyle.'s solution](#)

**224.**

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**225.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**226.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[shstyle.'s solution](#)

**227.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation  
[shstyle.'s solution](#)

**228.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**229.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**230.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**231.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[shstyle.'s solution](#)

**232.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**233.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**234.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: math  
[shstyle.'s solution](#)

**235.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[shstyle.'s solution](#)

**236.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**237.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[shstyle.'s solution](#)

**238.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[shstyle.'s solution](#)

**239.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[shstyle.'s solution](#)

**240.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[shstyle.'s solution](#)

**241.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**242.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**243.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory  
[shstyle.'s solution](#)

**244.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**245.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
[shstyle.'s solution](#)

**246.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings  
[shstyle.'s solution](#)

**247.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[shstyle.'s solution](#)

**248.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**249.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,038 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[shstyle.'s solution](#)

**250.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**251.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[shstyle.'s solution](#)

**252.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[shstyle.'s solution](#)

**253.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**254.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**255.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[shstyle.'s solution](#)

**256.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[shstyle.'s solution](#)

**257.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**258.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**259.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[shstyle.'s solution](#)

**260.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[shstyle.'s solution](#)

**261.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**262.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[shstyle.'s solution](#)

**263.**

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**264.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[shstyle.'s solution](#)

**265.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[shstyle.'s solution](#)

**266.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**267.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[shstyle.'s solution](#)

**268.**

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**269.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**270.**

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**271.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[shstyle.'s solution](#)

**272.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games  
[shstyle.'s solution](#)

**273.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[shstyle.'s solution](#)

**274.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**275.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**276.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[shstyle.'s solution](#)

**277.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**278.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[shstyle.'s solution](#)

**279.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[shstyle.'s solution](#)

**280.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**281.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[shstyle.'s solution](#)

**282.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[shstyle.'s solution](#)

**283.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[shstyle.'s solution](#)

**284.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers  
[shstyle.'s solution](#)

**285.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[shstyle.'s solution](#)

**286.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[shstyle.'s solution](#)

**287.**

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[shstyle.'s solution](#)

**288.**

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[shstyle.'s solution](#)

**289.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**290.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

**291.**

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**292.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[shstyle.'s solution](#)

**293.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[shstyle.'s solution](#)

**294.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[shstyle.'s solution](#)

**295.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[shstyle.'s solution](#)

**296.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[shstyle.'s solution](#)

**297.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**298.**

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy,

math, number theory

[shstyle.'s solution](#)

**299.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**300.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[shstyle.'s solution](#)

**301.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**302.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**303.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[shstyle.'s solution](#)

**304.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

**305.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[shstyle.'s solution](#)

**306.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[shstyle.'s solution](#)

**307.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**308.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[shstyle.'s solution](#)

**309.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**310.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[shstyle.'s solution](#)

**311.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[shstyle.'s solution](#)

**312.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**313.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[shstyle.'s solution](#)

**314.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[shstyle.'s solution](#)

**315.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[shstyle.'s solution](#)

**316.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**317.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings  
[shstyle.'s solution](#)

**318.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2024-06-27 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[shstyle.'s solution](#)

**319.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**320.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[shstyle.'s solution](#)

**321.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[shstyle.'s solution](#)

**322.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

**323.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

**324.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[shstyle.'s solution](#)

**325.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

**326.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

**327.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[shstyle.'s solution](#)

**328.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[shstyle.'s solution](#)

**329.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**330.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[shstyle.'s solution](#)

**331.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[shstyle.'s solution](#)

**332.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**333.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**334.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[shstyle.'s solution](#)

**335.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings  
[shstyle.'s solution](#)

**336.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**337.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**338.**

1877B

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

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

**339.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[shstyle.'s solution](#)

**340.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[shstyle.'s solution](#)

**341.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2023-08-25 · last AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[shstyle.'s solution](#)

**342.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-03-26 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[shstyle.'s solution](#)

**343.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shstyle.'s solution](#)

**344.**

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[shstyle.'s solution](#)

**345.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**346.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**347.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[shstyle.'s solution](#)

**348.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**349.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[shstyle.'s solution](#)

**350.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[shstyle.'s solution](#)

**351.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**352.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**353.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers  
[shstyle.'s solution](#)

**354.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**355.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**356.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**357.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[shstyle.'s solution](#)

**358.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**359.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[shstyle.'s solution](#)

**360.**

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[shstyle.'s solution](#)

**361.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**362.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**363.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[shstyle.'s solution](#)

**364.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[shstyle.'s solution](#)

**365.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[shstyle.'s solution](#)

**366.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[shstyle.'s solution](#)

**367.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[shstyle.'s solution](#)

**368.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[shstyle.'s solution](#)

**369.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[shstyle.'s solution](#)

**370.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[shstyle.'s solution](#)

**371.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shstyle.'s solution](#)

**372.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[shstyle.'s solution](#)

**373.**

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[shstyle.'s solution](#)

**374.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[shstyle.'s solution](#)

**375.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[shstyle.'s solution](#)

**376.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[shstyle.'s solution](#)

**377.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**378.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[shstyle.'s solution](#)

**379.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[shstyle.'s solution](#)

**380.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[shstyle.'s solution](#)

**381.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[shstyle.'s solution](#)

**382.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[shstyle.'s solution](#)

**383.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[shstyle.'s solution](#)

**384.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**385.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math

[shstyle.'s solution](#)

**386.**

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[shstyle.'s solution](#)

**387.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[shstyle.'s solution](#)

**388.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**389.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**390.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**391.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**392.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[shstyle.'s solution](#)

**393.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shstyle.'s solution](#)

**394.**

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**395.**

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[shstyle.'s solution](#)

**396.**

1944B

[Equal XOR · Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[shstyle.'s solution](#)

**397.**

1948B

[Array Fix · Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[shstyle.'s solution](#)

**398.**

1914C

[Quests · Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**399.**

1923B

[Monsters Attack! · Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[shstyle.'s solution](#)

**400.**

1739B

[Array Recovery · Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**401.**

1921D

[Very Different Array · Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[shstyle.'s solution](#)

**402.**

1917B

[Erase First or Second Letter · Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[shstyle.'s solution](#)

**403.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[shstyle.'s solution](#)

**404.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**405.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[shstyle.'s solution](#)

**406.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**407.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[shstyle.'s solution](#)

**408.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[shstyle.'s solution](#)

**409.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[shstyle.'s solution](#)

**410.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[shstyle.'s solution](#)

**411.**

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[shstyle.'s solution](#)

**412.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[shstyle.'s solution](#)

**413.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[shstyle.'s solution](#)

**414.**

1872C

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

Quality: 15,391 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**415.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**416.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[shstyle.'s solution](#)

**417.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[shstyle.'s solution](#)

**418.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[shstyle.'s solution](#)

**419.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[shstyle.'s solution](#)

**420.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[shstyle.'s solution](#)

**421.**

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[shstyle.'s solution](#)

**422.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[shstyle.'s solution](#)

**423.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[shstyle.'s solution](#)

**424.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[shstyle.'s solution](#)

**425.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**426.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[shstyle.'s solution](#)

**427.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**428.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[shstyle.'s solution](#)

**429.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**430.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[shstyle.'s solution](#)

**431.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings

[shstyle.'s solution](#)

**432.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[shstyle.'s solution](#)

**433.**

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**434.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[shstyle.'s solution](#)

**435.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[shstyle.'s solution](#)

**436.**

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[shstyle.'s solution](#)

**437.**

1820B

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

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers  
[shstyle.'s solution](#)

**438.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**439.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**440.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[shstyle.'s solution](#)

**441.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, sortings  
[shstyle.'s solution](#)

**442.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[shstyle.'s solution](#)

**443.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[shstyle.'s solution](#)

**444.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[shstyle.'s solution](#)

**445.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[shstyle.'s solution](#)

**446.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[shstyle.'s solution](#)

**447.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[shstyle.'s solution](#)

**448.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**449.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**450.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**451.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[shstyle.'s solution](#)

**452.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[shstyle.'s solution](#)

**453.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**454.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[shstyle.'s solution](#)

**455.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[shstyle.'s solution](#)

**456.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[shstyle.'s solution](#)

**457.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[shstyle.'s solution](#)

**458.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shstyle.'s solution](#)

**459.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[shstyle.'s solution](#)

**460.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[shstyle.'s solution](#)

**461.**

72C

[Extraordinarily Nice Numbers](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2024-05-04 · lo (first AC) · Tags: \*special, math

[shstyle.'s solution](#)

**462.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**463.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[shstyle.'s solution](#)

**464.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[shstyle.'s solution](#)

**465.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**466.**

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[shstyle.'s solution](#)

**467.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

**468.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[shstyle.'s solution](#)

**469.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation  
[shstyle.'s solution](#)

**470.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[shstyle.'s solution](#)

**471.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[shstyle.'s solution](#)

**472.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[shstyle.'s solution](#)

**473.**

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[shstyle.'s solution](#)

**474.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[shstyle.'s solution](#)

**475.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[shstyle.'s solution](#)

**476.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[shstyle.'s solution](#)

**477.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[shstyle.'s solution](#)

**478.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[shstyle.'s solution](#)

**479.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[shstyle.'s solution](#)

**480.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**481.**

1875B

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

Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[shstyle.'s solution](#)

**482.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,409 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[shstyle.'s solution](#)

**483.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[shstyle.'s solution](#)

**484.**

1872D

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

Quality: 38,849 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[shstyle.'s solution](#)

**485.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[shstyle.'s solution](#)

**486.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[shstyle.'s solution](#)

**487.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[shstyle.'s solution](#)

**488.**

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[shstyle.'s solution](#)

**489.**

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**490.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[shstyle.'s solution](#)

**491.**

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[shstyle.'s solution](#)

**492.**

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[shstyle.'s solution](#)

**493.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[shstyle.'s solution](#)

**494.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[shstyle.'s solution](#)

**495.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings  
[shstyle.'s solution](#)

**496.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[shstyle.'s solution](#)

**497.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[shstyle.'s solution](#)

**498.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**499.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[shstyle.'s solution](#)

**500.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[shstyle.'s solution](#)

**501.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[shstyle.'s solution](#)

**502.**

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[shstyle.'s solution](#)

**503.**

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**504.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings  
[shstyle.'s solution](#)

**505.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games

[shstyle.'s solution](#)

**506.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[shstyle.'s solution](#)

**507.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, schedules, two pointers

[shstyle.'s solution](#)

**508.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[shstyle.'s solution](#)

**509.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[shstyle.'s solution](#)

**510.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**511.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[shstyle.'s solution](#)

**512.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shstyle.'s solution](#)

**513.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[shstyle.'s solution](#)

**514.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**515.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[shstyle.'s solution](#)

**516.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[shstyle.'s solution](#)

**517.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[shstyle.'s solution](#)

**518.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[shstyle.'s solution](#)

**519.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**520.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[shstyle.'s solution](#)

**521.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[shstyle.'s solution](#)

**522.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[shstyle.'s solution](#)

**523.**

1668C

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

Rating: 1300 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**524.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[shstyle.'s solution](#)

**525.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[shstyle.'s solution](#)

**526.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[shstyle.'s solution](#)

**527.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[shstyle.'s solution](#)

**528.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[shstyle.'s solution](#)

**529.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[shstyle.'s solution](#)

**530.**

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2024-05-04 · Tcl (first AC) · Tags: \*special, implementation

[shstyle.'s solution](#)

**531.**

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[shstyle.'s solution](#)

**532.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[shstyle.'s solution](#)

**533.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[shstyle.'s solution](#)

**534.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[shstyle.'s solution](#)

**535.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[shstyle.'s solution](#)

**536.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,642 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[shstyle.'s solution](#)

**537.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[shstyle.'s solution](#)

**538.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[shstyle.'s solution](#)

**539.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[shstyle.'s solution](#)

**540.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[shstyle.'s solution](#)

**541.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[shstyle.'s solution](#)

**542.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[shstyle.'s solution](#)

**543.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[shstyle.'s solution](#)

**544.**

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[shstyle.'s solution](#)

**545.**

1881D

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

Quality: 28,446 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**546.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings  
[shstyle.'s solution](#)

**547.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[shstyle.'s solution](#)

**548.**

1879C

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

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

[shstyle.'s solution](#)

**549.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[shstyle.'s solution](#)

**550.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[shstyle.'s solution](#)

**551.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[shstyle.'s solution](#)

**552.**

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**553.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[shstyle.'s solution](#)

**554.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[shstyle.'s solution](#)

**555.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[shstyle.'s solution](#)

**556.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shstyle.'s solution](#)

**557.**

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[shstyle.'s solution](#)

**558.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**559.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[shstyle.'s solution](#)

**560.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[shstyle.'s solution](#)

**561.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[shstyle.'s solution](#)

**562.**

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[shstyle.'s solution](#)

**563.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

**564.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[shstyle.'s solution](#)

**565.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[shstyle.'s solution](#)

**566.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[shstyle.'s solution](#)

**567.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[shstyle.'s solution](#)

**568.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[shstyle.'s solution](#)

**569.**

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**570.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**571.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[shstyle.'s solution](#)

**572.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy, implementation

[shstyle.'s solution](#)

**573.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[shstyle.'s solution](#)

**574.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[shstyle.'s solution](#)

**575.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[shstyle.'s solution](#)

**576.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[shstyle.'s solution](#)

**577.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[shstyle.'s solution](#)

**578.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[shstyle.'s solution](#)

**579.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[shstyle.'s solution](#)

**580.**

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[shstyle.'s solution](#)

**581.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[shstyle.'s solution](#)

**582.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[shstyle.'s solution](#)

**583.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[shstyle.'s solution](#)

**584.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[shstyle.'s solution](#)

**585.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

**586.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[shstyle.'s solution](#)

**587.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy,

implementation

[shstyle.'s solution](#)

**588.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[shstyle.'s solution](#)

**589.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shstyle.'s solution](#)

**590.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[shstyle.'s solution](#)

**591.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**592.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[shstyle.'s solution](#)

**593.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**594.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[shstyle.'s solution](#)

**595.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[shstyle.'s solution](#)

**596.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[shstyle.'s solution](#)

**597.**

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2024-05-04 · Befunge (first AC) · Tags: \*special, implementation, strings  
[shstyle.'s solution](#)

**598.**

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[shstyle.'s solution](#)

**599.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[shstyle.'s solution](#)

**600.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[shstyle.'s solution](#)

**601.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[shstyle.'s solution](#)

**602.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[shstyle.'s solution](#)

**603.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings  
[shstyle.'s solution](#)

**604.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings  
[shstyle.'s solution](#)

**605.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[shstyle.'s solution](#)

**606.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[shstyle.'s solution](#)

**607.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[shstyle.'s solution](#)

**608.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[shstyle.'s solution](#)

**609.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[shstyle.'s solution](#)

**610.**

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[shstyle.'s solution](#)

**611.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[shstyle.'s solution](#)

**612.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[shstyle.'s solution](#)

**613.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[shstyle.'s solution](#)

**614.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**615.**

1894C

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

Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[shstyle.'s solution](#)

**616.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[shstyle.'s solution](#)

**617.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[shstyle.'s solution](#)

**618.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[shstyle.'s solution](#)

**619.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-29 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[shstyle.'s solution](#)

**620.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**621.**

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[shstyle.'s solution](#)

**622.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[shstyle.'s solution](#)

**623.**

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

[shstyle.'s solution](#)

**624.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[shstyle.'s solution](#)

**625.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2023-08-21 · last AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[shstyle.'s solution](#)

**626.**

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[shstyle.'s solution](#)

**627.**

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[shstyle.'s solution](#)

**628.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

**629.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[shstyle.'s solution](#)

**630.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[shstyle.'s solution](#)

**631.**

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**632.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[shstyle.'s solution](#)

**633.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[shstyle.'s solution](#)

**634.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[shstyle.'s solution](#)

**635.**

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[shstyle.'s solution](#)

**636.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[shstyle.'s solution](#)

**637.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[shstyle.'s solution](#)

**638.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[shstyle.'s solution](#)

**639.**

1825C

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

Rating: 1400 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**640.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[shstyle.'s solution](#)

**641.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[shstyle.'s solution](#)

**642.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[shstyle.'s solution](#)

**643.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[shstyle.'s solution](#)

**644.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[shstyle.'s solution](#)

**645.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**646.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[shstyle.'s solution](#)

**647.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[shstyle.'s solution](#)

**648.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[shstyle.'s solution](#)

**649.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[shstyle.'s solution](#)

**650.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**651.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[shstyle.'s solution](#)

**652.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**653.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[shstyle.'s solution](#)

**654.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[shstyle.'s solution](#)

**655.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[shstyle.'s solution](#)

**656.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[shstyle.'s solution](#)

**657.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**658.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**659.**

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**660.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[shstyle.'s solution](#)

**661.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings  
[shstyle.'s solution](#)

**662.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[shstyle.'s solution](#)

**663.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory  
[shstyle.'s solution](#)

**664.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-02-13 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[shstyle.'s solution](#)

**665.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[shstyle.'s solution](#)

**666.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[shstyle.'s solution](#)

**667.**

1925C

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

Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings  
[shstyle.'s solution](#)

**668.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[shstyle.'s solution](#)

**669.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**670.**

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[shstyle.'s solution](#)

**671.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[shstyle.'s solution](#)

**672.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**673.**

1877D

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

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

[shstyle.'s solution](#)

**674.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[shstyle.'s solution](#)

**675.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**676.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**677.**

1872E

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

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[shstyle.'s solution](#)

**678.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[shstyle.'s solution](#)

**679.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shstyle.'s solution](#)

**680.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation

[shstyle.'s solution](#)

**681.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[shstyle.'s solution](#)

**682.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[shstyle.'s solution](#)

**683.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[shstyle.'s solution](#)

**684.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[shstyle.'s solution](#)

**685.**

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[shstyle.'s solution](#)

**686.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shstyle.'s solution](#)

**687.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**688.**

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[shstyle.'s solution](#)

**689.**

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[shstyle.'s solution](#)

**690.**

1818C

[Almost Increasing Subsequence · Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy  
[shstyle.'s solution](#)

**691.**

1759E

[The Humanoid · Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[shstyle.'s solution](#)

**692.**

1278B

[A and B · Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[shstyle.'s solution](#)

**693.**

1272D

[Remove One Element · Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[shstyle.'s solution](#)

**694.**

1814C

[Search in Parallel · Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[shstyle.'s solution](#)

**695.**

1811E

[Living Sequence · Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory  
[shstyle.'s solution](#)

**696.**

2172F

[Cluster Computing System · Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math  
[shstyle.'s solution](#)

**697.**

1771C

[Hossam and Trainees · Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[shstyle.'s solution](#)

**698.**

1778C

[Flexible String · Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[shstyle.'s solution](#)

**699.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[shstyle.'s solution](#)

**700.**

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[shstyle.'s solution](#)

**701.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[shstyle.'s solution](#)

**702.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[shstyle.'s solution](#)

**703.**

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[shstyle.'s solution](#)

**704.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[shstyle.'s solution](#)

**705.**

1678C

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

Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[shstyle.'s solution](#)

**706.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[shstyle.'s solution](#)

**707.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[shstyle.'s solution](#)

**708.**

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[shstyle.'s solution](#)

**709.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[shstyle.'s solution](#)

**710.**

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[shstyle.'s solution](#)

**711.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[shstyle.'s solution](#)

**712.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**713.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[shstyle.'s solution](#)

**714.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers  
[shstyle.'s solution](#)

**715.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[shstyle.'s solution](#)

**716.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[shstyle.'s solution](#)

**717.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**718.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[shstyle.'s solution](#)

**719.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[shstyle.'s solution](#)

**720.**

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers  
[shstyle.'s solution](#)

**721.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
[shstyle.'s solution](#)

**722.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[shstyle.'s solution](#)

**723.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[shstyle.'s solution](#)

**724.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[shstyle.'s solution](#)

**725.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[shstyle.'s solution](#)

**726.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers  
[shstyle.'s solution](#)

**727.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**728.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[shstyle.'s solution](#)

**729.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**730.**

1337C

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

Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[shstyle.'s solution](#)

**731.**

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**732.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[shstyle.'s solution](#)

**733.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[shstyle.'s solution](#)

**734.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[shstyle.'s solution](#)

**735.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[shstyle.'s solution](#)

**736.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**737.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[shstyle.'s solution](#)

**738.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[shstyle.'s solution](#)

**739.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[shstyle.'s solution](#)

**740.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[shstyle.'s solution](#)

**741.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[shstyle.'s solution](#)

**742.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[shstyle.'s solution](#)

**743.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[shstyle.'s solution](#)

**744.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[shstyle.'s solution](#)

**745.**

372A

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

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[shstyle.'s solution](#)

**746.**

1862E

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

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[shstyle.'s solution](#)

**747.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**748.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[shstyle.'s solution](#)

**749.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[shstyle.'s solution](#)

**750.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[shstyle.'s solution](#)

**751.**

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[shstyle.'s solution](#)

**752.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[shstyle.'s solution](#)

**753.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[shstyle.'s solution](#)

**754.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[shstyle.'s solution](#)

**755.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**756.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[shstyle.'s solution](#)

**757.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[shstyle.'s solution](#)

**758.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

math

[shstyle.'s solution](#)

**759.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[shstyle.'s solution](#)

**760.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[shstyle.'s solution](#)

**761.**

1754D

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

Rating: 1600 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[shstyle.'s solution](#)

**762.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[shstyle.'s solution](#)

**763.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[shstyle.'s solution](#)

**764.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[shstyle.'s solution](#)

**765.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[shstyle.'s solution](#)

**766.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[shstyle.'s solution](#)

**767.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[shstyle.'s solution](#)

**768.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[shstyle.'s solution](#)

**769.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[shstyle.'s solution](#)

**770.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings  
[shstyle.'s solution](#)

**771.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees  
[shstyle.'s solution](#)

**772.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[shstyle.'s solution](#)

**773.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[shstyle.'s solution](#)

**774.**

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**775.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[shstyle.'s solution](#)

**776.**

1678D

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

Rating: 1700 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[shstyle.'s solution](#)

**777.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search  
[shstyle.'s solution](#)

**778.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data

structures, hashing, math

[shstyle.'s solution](#)

**779.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[shstyle.'s solution](#)

**780.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[shstyle.'s solution](#)

**781.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[shstyle.'s solution](#)

**782.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[shstyle.'s solution](#)

**783.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[shstyle.'s solution](#)

**784.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[shstyle.'s solution](#)

**785.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[shstyle.'s solution](#)

**786.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[shstyle.'s solution](#)

**787.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[shstyle.'s solution](#)

**788.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive  
[shstyle.'s solution](#)

**789.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shstyle.'s solution](#)

**790.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[shstyle.'s solution](#)

**791.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[shstyle.'s solution](#)

**792.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[shstyle.'s solution](#)

**793.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[shstyle.'s solution](#)

**794.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[shstyle.'s solution](#)

**795.**

1337D

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

Rating: 1700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings  
[shstyle.'s solution](#)

**796.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[shstyle.'s solution](#)

**797.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[shstyle.'s solution](#)

**798.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing,

math, number theory

[shstyle.'s solution](#)

**799.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[shstyle.'s solution](#)

**800.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[shstyle.'s solution](#)

**801.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[shstyle.'s solution](#)

**802.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[shstyle.'s solution](#)

**803.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[shstyle.'s solution](#)

**804.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[shstyle.'s solution](#)

**805.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[shstyle.'s solution](#)

**806.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[shstyle.'s solution](#)

**807.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[shstyle.'s solution](#)

**808.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers  
[shstyle.'s solution](#)

**809.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings  
[shstyle.'s solution](#)

**810.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[shstyle.'s solution](#)

**811.**

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees  
[shstyle.'s solution](#)

**812.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[shstyle.'s solution](#)

**813.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation  
[shstyle.'s solution](#)

**814.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[shstyle.'s solution](#)

**815.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees  
[shstyle.'s solution](#)

**816.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math  
[shstyle.'s solution](#)

**817.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[shstyle.'s solution](#)

**818.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[shstyle.'s solution](#)

**819.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[shstyle.'s solution](#)

**820.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[shstyle.'s solution](#)

**821.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[shstyle.'s solution](#)

**822.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[shstyle.'s solution](#)

**823.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[shstyle.'s solution](#)

**824.**

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[shstyle.'s solution](#)

**825.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[shstyle.'s solution](#)

**826.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[shstyle.'s solution](#)

**827.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[shstyle.'s solution](#)

**828.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[shstyle.'s solution](#)

**829.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[shstyle.'s solution](#)

**830.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[shstyle.'s solution](#)

**831.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**832.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[shstyle.'s solution](#)

**833.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[shstyle.'s solution](#)

**834.**

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[shstyle.'s solution](#)

**835.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[shstyle.'s solution](#)

**836.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[shstyle.'s solution](#)

**837.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[shstyle.'s solution](#)

**838.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[shstyle.'s solution](#)

**839.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[shstyle.'s solution](#)

**840.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[shstyle.'s solution](#)

**841.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp

[shstyle.'s solution](#)

**842.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[shstyle.'s solution](#)

**843.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[shstyle.'s solution](#)

**844.**

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[shstyle.'s solution](#)

**845.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[shstyle.'s solution](#)

**846.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[shstyle.'s solution](#)

**847.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[shstyle.'s solution](#)

**848.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[shstyle.'s solution](#)

**849.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[shstyle.'s solution](#)

**850.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[shstyle.'s solution](#)

**851.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[shstyle.'s solution](#)

**852.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[shstyle.'s solution](#)

**853.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[shstyle.'s solution](#)

**854.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**855.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[shstyle.'s solution](#)

**856.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[shstyle.'s solution](#)

**857.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[shstyle.'s solution](#)

**858.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[shstyle.'s solution](#)

**859.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers  
[shstyle.'s solution](#)

**860.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules  
[shstyle.'s solution](#)

**861.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings  
[shstyle.'s solution](#)

**862.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2023-08-29 · last AC: 2024-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[shstyle.'s solution](#)

**863.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs  
[shstyle.'s solution](#)

**864.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[shstyle.'s solution](#)

**865.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math  
[shstyle.'s solution](#)

**866.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[shstyle.'s solution](#)

**867.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[shstyle.'s solution](#)

**868.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[shstyle.'s solution](#)

**869.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[shstyle.'s solution](#)

**870.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[shstyle.'s solution](#)

**871.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[shstyle.'s solution](#)

**872.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[shstyle.'s solution](#)

**873.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[shstyle.'s solution](#)

**874.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[shstyle.'s solution](#)

**875.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**876.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[shstyle.'s solution](#)

**877.**

1872F

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Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[shstyle.'s solution](#)

**878.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**879.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings  
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**880.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**881.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**882.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities  
[shstyle.'s solution](#)

**883.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp  
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**884.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers  
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**885.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings  
[shstyle.'s solution](#)

**886.**

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math  
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**887.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[shstyle.'s solution](#)

**888.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees  
[shstyle.'s solution](#)

**889.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math  
[shstyle.'s solution](#)

**890.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shstyle.'s solution](#)

**891.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[shstyle.'s solution](#)

**892.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers  
[shstyle.'s solution](#)

**893.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings  
[shstyle.'s solution](#)

**894.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[shstyle.'s solution](#)

**895.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities  
[shstyle.'s solution](#)

**896.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[shstyle.'s solution](#)

**897.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-20 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees  
[shstyle.'s solution](#)

**898.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[shstyle.'s solution](#)

**899.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[shstyle.'s solution](#)

**900.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[shstyle.'s solution](#)

**901.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[shstyle.'s solution](#)

**902.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math

[shstyle.'s solution](#)

**903.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[shstyle.'s solution](#)

**904.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**905.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[shstyle.'s solution](#)

**906.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[shstyle.'s solution](#)

**907.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[shstyle.'s solution](#)

**908.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression

parsing, strings

[shstyle.'s solution](#)

**909.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[shstyle.'s solution](#)

**910.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[shstyle.'s solution](#)

**911.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-08 · last AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: games

[shstyle.'s solution](#)

**912.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[shstyle.'s solution](#)

**913.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[shstyle.'s solution](#)

**914.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[shstyle.'s solution](#)

**915.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[shstyle.'s solution](#)

**916.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[shstyle.'s solution](#)

**917.**

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[shstyle.'s solution](#)

**918.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[shstyle.'s solution](#)

**919.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[shstyle.'s solution](#)

**920.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation  
[shstyle.'s solution](#)

**921.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[shstyle.'s solution](#)

**922.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[shstyle.'s solution](#)

**923.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[shstyle.'s solution](#)

**924.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[shstyle.'s solution](#)

**925.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
[shstyle.'s solution](#)

**926.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[shstyle.'s solution](#)

**927.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[shstyle.'s solution](#)

**928.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[shstyle.'s solution](#)

**929.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[shstyle.'s solution](#)

**930.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[shstyle.'s solution](#)

**931.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[shstyle.'s solution](#)

**932.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[shstyle.'s solution](#)

**933.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[shstyle.'s solution](#)

**934.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[shstyle.'s solution](#)

**935.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[shstyle.'s solution](#)

**936.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[shstyle.'s solution](#)

**937.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

greedy, sortings

[shstyle.'s solution](#)

**938.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[shstyle.'s solution](#)

**939.**

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[shstyle.'s solution](#)

**940.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[shstyle.'s solution](#)

**941.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[shstyle.'s solution](#)

**942.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[shstyle.'s solution](#)

**943.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[shstyle.'s solution](#)

**944.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[shstyle.'s solution](#)

**945.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[shstyle.'s solution](#)

**946.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[shstyle.'s solution](#)

**947.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[shstyle.'s solution](#)

**948.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[shstyle.'s solution](#)

**949.**

1921F

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

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[shstyle.'s solution](#)

**950.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[shstyle.'s solution](#)

**951.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[shstyle.'s solution](#)

**952.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[shstyle.'s solution](#)

**953.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[shstyle.'s solution](#)

**954.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[shstyle.'s solution](#)

**955.**

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[shstyle.'s solution](#)

**956.**

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[shstyle.'s solution](#)

**957.**

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[shstyle.'s solution](#)

**958.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[shstyle.'s solution](#)

**959.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[shstyle.'s solution](#)

**960.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[shstyle.'s solution](#)

**961.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[shstyle.'s solution](#)

**962.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[shstyle.'s solution](#)

**963.**

1878F

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

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**964.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[shstyle.'s solution](#)

**965.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[shstyle.'s solution](#)

**966.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp

[shstyle.'s solution](#)

**967.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[shstyle.'s solution](#)

**968.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**969.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[shstyle.'s solution](#)

**970.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[shstyle.'s solution](#)

**971.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[shstyle.'s solution](#)

**972.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[shstyle.'s solution](#)

**973.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[shstyle.'s solution](#)

**974.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[shstyle.'s solution](#)

**975.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**976.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[shstyle.'s solution](#)

**977.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, two pointers

[shstyle.'s solution](#)

**978.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[shstyle.'s solution](#)

**979.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[shstyle.'s solution](#)

**980.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[shstyle.'s solution](#)

**981.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[shstyle.'s solution](#)

**982.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[shstyle.'s solution](#)

**983.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**984.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[shstyle.'s solution](#)

**985.**

1846G

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

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

[shstyle.'s solution](#)

**986.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[shstyle.'s solution](#)

**987.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[shstyle.'s solution](#)

**988.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, graphs, greedy

[shstyle.'s solution](#)

**989.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[shstyle.'s solution](#)

**990.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[shstyle.'s solution](#)

**991.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**992.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[shstyle.'s solution](#)

**993.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[shstyle.'s solution](#)

**994.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[shstyle.'s solution](#)

**995.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[shstyle.'s solution](#)

**996.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[shstyle.'s solution](#)

**997.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**998.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**999.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[shstyle.'s solution](#)

**1000.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[shstyle.'s solution](#)

**1001.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-06-22 · last AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[shstyle.'s solution](#)

**1002.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[shstyle.'s solution](#)

**1003.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[shstyle.'s solution](#)

**1004.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[shstyle.'s solution](#)

**1005.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[shstyle.'s solution](#)

**1006.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[shstyle.'s solution](#)

**1007.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-08-22 · last AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[shstyle.'s solution](#)

**1008.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

constructive algorithms, interactive

[shstyle.'s solution](#)

**1009.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[shstyle.'s solution](#)

**1010.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[shstyle.'s solution](#)

**1011.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[shstyle.'s solution](#)

**1012.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[shstyle.'s solution](#)

**1013.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[shstyle.'s solution](#)

**1014.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[shstyle.'s solution](#)

**1015.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[shstyle.'s solution](#)

**1016.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[shstyle.'s solution](#)

**1017.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[shstyle.'s solution](#)

**1018.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[shstyle.'s solution](#)

### 1019.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[shstyle.'s solution](#)

### 1020.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[shstyle.'s solution](#)

### 1021.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[shstyle.'s solution](#)

### 1022.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

### 1023.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[shstyle.'s solution](#)

### 1024.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-04-04 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[shstyle.'s solution](#)

### 1025.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[shstyle.'s solution](#)

### 1026.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[shstyle.'s solution](#)

### 1027.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[shstyle.'s solution](#)

**1028.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[shstyle.'s solution](#)

**1029.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[shstyle.'s solution](#)

**1030.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[shstyle.'s solution](#)

**1031.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[shstyle.'s solution](#)

**1032.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**1033.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[shstyle.'s solution](#)

**1034.**

1894E

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

Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[shstyle.'s solution](#)

**1035.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[shstyle.'s solution](#)

**1036.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[shstyle.'s solution](#)

**1037.**

1890E1

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

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

[shstyle.'s solution](#)

**1038.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[shstyle.'s solution](#)

**1039.**

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[shstyle.'s solution](#)

**1040.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[shstyle.'s solution](#)

**1041.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**1042.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[shstyle.'s solution](#)

**1043.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[shstyle.'s solution](#)

**1044.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[shstyle.'s solution](#)

**1045.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[shstyle.'s solution](#)

**1046.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[shstyle.'s solution](#)

**1047.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[shstyle.'s solution](#)

**1048.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[shstyle.'s solution](#)

**1049.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory  
[shstyle.'s solution](#)

**1050.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[shstyle.'s solution](#)

**1051.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[shstyle.'s solution](#)

**1052.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
[shstyle.'s solution](#)

**1053.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[shstyle.'s solution](#)

**1054.**

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[shstyle.'s solution](#)

**1055.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[shstyle.'s solution](#)

**1056.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[shstyle.'s solution](#)

**1057.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[shstyle.'s solution](#)

**1058.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[shstyle.'s solution](#)

**1059.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[shstyle.'s solution](#)

**1060.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp  
[shstyle.'s solution](#)

**1061.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp  
[shstyle.'s solution](#)

**1062.**

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings  
[shstyle.'s solution](#)

**1063.**

1851G

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

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers  
[shstyle.'s solution](#)

**1064.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings  
[shstyle.'s solution](#)

**1065.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[shstyle.'s solution](#)

**1066.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees  
[shstyle.'s solution](#)

**1067.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[shstyle.'s solution](#)

**1068.**

1831D

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

Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math  
[shstyle.'s solution](#)

**1069.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers  
[shstyle.'s solution](#)

**1070.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shstyle.'s solution](#)

**1071.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
[shstyle.'s solution](#)

**1072.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[shstyle.'s solution](#)

**1073.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-13 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[shstyle.'s solution](#)

**1074.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers  
[shstyle.'s solution](#)

**1075.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[shstyle.'s solution](#)

**1076.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[shstyle.'s solution](#)

**1077.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[shstyle.'s solution](#)

**1078.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation  
[shstyle.'s solution](#)

**1079.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[shstyle.'s solution](#)

**1080.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[shstyle.'s solution](#)

**1081.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[shstyle.'s solution](#)

**1082.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[shstyle.'s solution](#)

**1083.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[shstyle.'s solution](#)

**1084.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[shstyle.'s solution](#)

**1085.**

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[shstyle.'s solution](#)

**1086.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[shstyle.'s solution](#)

**1087.**

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[shstyle.'s solution](#)

**1088.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[shstyle.'s solution](#)

**1089.**

1668D

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

Quality: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[shstyle.'s solution](#)

**1090.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[shstyle.'s solution](#)

**1091.**

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[shstyle.'s solution](#)

**1092.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shstyle.'s solution](#)

**1093.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[shstyle.'s solution](#)

**1094.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[shstyle.'s solution](#)

**1095.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[shstyle.'s solution](#)

**1096.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[shstyle.'s solution](#)

**1097.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[shstyle.'s solution](#)

**1098.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[shstyle.'s solution](#)

**1099.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[shstyle.'s solution](#)

**1100.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[shstyle.'s solution](#)

**1101.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[shstyle.'s solution](#)

**1102.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[shstyle.'s solution](#)

**1103.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[shstyle.'s solution](#)

**1104.**

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[shstyle.'s solution](#)

**1105.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[shstyle.'s solution](#)

**1106.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[shstyle.'s solution](#)

**1107.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[shstyle.'s solution](#)

**1108.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[shstyle.'s solution](#)

**1109.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[shstyle.'s solution](#)

**1110.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[shstyle.'s solution](#)

**1111.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[shstyle.'s solution](#)

**1112.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[shstyle.'s solution](#)

**1113.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[shstyle.'s solution](#)

**1114.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[shstyle.'s solution](#)

**1115.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[shstyle.'s solution](#)

**1116.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[shstyle.'s solution](#)

**1117.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-05-30 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[shstyle.'s solution](#)

**1118.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, two pointers

[shstyle.'s solution](#)

**1119.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**1120.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[shstyle.'s solution](#)

**1121.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[shstyle.'s solution](#)

**1122.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[shstyle.'s solution](#)

**1123.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1124.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[shstyle.'s solution](#)

**1125.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[shstyle.'s solution](#)

**1126.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[shstyle.'s solution](#)

**1127.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[shstyle.'s solution](#)

**1128.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math  
[shstyle.'s solution](#)

### 1129.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[shstyle.'s solution](#)

### 1130.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[shstyle.'s solution](#)

### 1131.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[shstyle.'s solution](#)

### 1132.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[shstyle.'s solution](#)

### 1133.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[shstyle.'s solution](#)

### 1134.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[shstyle.'s solution](#)

### 1135.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[shstyle.'s solution](#)

### 1136.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[shstyle.'s solution](#)

### 1137.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[shstyle.'s solution](#)

### 1138.

1504E

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

Rating: 2200 · first AC: 2024-06-25 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[shstyle.'s solution](#)

### 1139.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[shstyle.'s solution](#)

### 1140.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[shstyle.'s solution](#)

### 1141.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[shstyle.'s solution](#)

### 1142.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[shstyle.'s solution](#)

### 1143.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[shstyle.'s solution](#)

### 1144.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[shstyle.'s solution](#)

### 1145.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[shstyle.'s solution](#)

### 1146.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[shstyle.'s solution](#)

### 1147.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[shstyle.'s solution](#)

### 1148.

1972D2

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

Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[shstyle.'s solution](#)

**1149.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[shstyle.'s solution](#)

**1150.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[shstyle.'s solution](#)

**1151.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[shstyle.'s solution](#)

**1152.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-03-07 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[shstyle.'s solution](#)

**1153.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[shstyle.'s solution](#)

**1154.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[shstyle.'s solution](#)

**1155.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[shstyle.'s solution](#)

**1156.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[shstyle.'s solution](#)

**1157.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[shstyle.'s solution](#)

**1158.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[shstyle.'s solution](#)

**1159.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive [shstyle.'s solution](#)

**1160.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[shstyle.'s solution](#)

**1161.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[shstyle.'s solution](#)

**1162.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[shstyle.'s solution](#)

**1163.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities [shstyle.'s solution](#)

**1164.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[shstyle.'s solution](#)

**1165.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings [shstyle.'s solution](#)

**1166.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shstyle.'s solution](#)

**1167.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[shstyle.'s solution](#)

**1168.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[shstyle.'s solution](#)

### 1169.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[shstyle.'s solution](#)

### 1170.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[shstyle.'s solution](#)

### 1171.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[shstyle.'s solution](#)

### 1172.

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[shstyle.'s solution](#)

### 1173.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[shstyle.'s solution](#)

### 1174.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[shstyle.'s solution](#)

### 1175.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[shstyle.'s solution](#)

### 1176.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[shstyle.'s solution](#)

### 1177.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[shstyle.'s solution](#)

**1178.**

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[shstyle.'s solution](#)

**1179.**

1575B

[Building an Amusement Park · Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[shstyle.'s solution](#)

**1180.**

1575I

[Illusions of the Desert · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[shstyle.'s solution](#)

**1181.**

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[shstyle.'s solution](#)

**1182.**

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[shstyle.'s solution](#)

**1183.**

1768E

[Partial Sorting · Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[shstyle.'s solution](#)

**1184.**

1494D

[Dogeforces · Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[shstyle.'s solution](#)

**1185.**

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[shstyle.'s solution](#)

**1186.**

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[shstyle.'s solution](#)

**1187.**

1167F

[Scalar Queries · Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[shstyle.'s solution](#)

**1188.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[shstyle.'s solution](#)

**1189.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[shstyle.'s solution](#)

**1190.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[shstyle.'s solution](#)

**1191.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[shstyle.'s solution](#)

**1192.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[shstyle.'s solution](#)

**1193.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[shstyle.'s solution](#)

**1194.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[shstyle.'s solution](#)

**1195.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[shstyle.'s solution](#)

**1196.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[shstyle.'s solution](#)

**1197.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[shstyle.'s solution](#)

**1198.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[shstyle.'s solution](#)

**1199.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[shstyle.'s solution](#)

**1200.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[shstyle.'s solution](#)

**1201.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[shstyle.'s solution](#)

**1202.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[shstyle.'s solution](#)

**1203.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[shstyle.'s solution](#)

**1204.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[shstyle.'s solution](#)

**1205.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[shstyle.'s solution](#)

**1206.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[shstyle.'s solution](#)

**1207.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[shstyle.'s solution](#)

**1208.**

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shstyle.'s solution](#)

**1209.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[shstyle.'s solution](#)

**1210.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[shstyle.'s solution](#)

**1211.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[shstyle.'s solution](#)

**1212.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[shstyle.'s solution](#)

**1213.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[shstyle.'s solution](#)

**1214.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[shstyle.'s solution](#)

**1215.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[shstyle.'s solution](#)

**1216.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[shstyle.'s solution](#)

**1217.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2400 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and

conquer, fft, graphs  
[shstyle.'s solution](#)

**1218.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[shstyle.'s solution](#)

**1219.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[shstyle.'s solution](#)

**1220.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[shstyle.'s solution](#)

**1221.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[shstyle.'s solution](#)

**1222.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[shstyle.'s solution](#)

**1223.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[shstyle.'s solution](#)

**1224.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[shstyle.'s solution](#)

**1225.**

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[shstyle.'s solution](#)

**1226.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[shstyle.'s solution](#)

**1227.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[shstyle.'s solution](#)

**1228.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[shstyle.'s solution](#)

**1229.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[shstyle.'s solution](#)

**1230.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[shstyle.'s solution](#)

**1231.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[shstyle.'s solution](#)

**1232.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[shstyle.'s solution](#)

**1233.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[shstyle.'s solution](#)

**1234.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-10 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[shstyle.'s solution](#)

**1235.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[shstyle.'s solution](#)

**1236.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-09-08 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[shstyle.'s solution](#)

**1237.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[shstyle.'s solution](#)

**1238.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[shstyle.'s solution](#)

**1239.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[shstyle.'s solution](#)

**1240.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[shstyle.'s solution](#)

**1241.**

1994G

[Minecraft](#) · [Tutorial](#)

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

[shstyle.'s solution](#)

**1242.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[shstyle.'s solution](#)

**1243.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[shstyle.'s solution](#)

**1244.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-10-16 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[shstyle.'s solution](#)

**1245.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[shstyle.'s solution](#)

**1246.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[shstyle.'s solution](#)

### 1247.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[shstyle.'s solution](#)

### 1248.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[shstyle.'s solution](#)

### 1249.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[shstyle.'s solution](#)

### 1250.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[shstyle.'s solution](#)

### 1251.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[shstyle.'s solution](#)

### 1252.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[shstyle.'s solution](#)

### 1253.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[shstyle.'s solution](#)

### 1254.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[shstyle.'s solution](#)

### 1255.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-04-04 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[shstyle.'s solution](#)

### 1256.

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy  
[shstyle.'s solution](#)

### 1257.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1258.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1259.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1260.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1261.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1262.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1263.

103729J

[Palindrome Reversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1264.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1265.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1266.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

### 1267.

103729B

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

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1268.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1269.**

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1270.**

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1271.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1272.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1273.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1274.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1275.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1276.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1277.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1278.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1279.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1280.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1281.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1282.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1283.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1284.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1285.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1286.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1287.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1288.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1289.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1290.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1291.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1292.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1293.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1294.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1295.**

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1296.**

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · last AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1297.**

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1298.**

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1299.**

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1300.**

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1301.**

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · last AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1302.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1303.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1304.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1305.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1306.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1307.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1308.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1309.**

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1310.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1311.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1312.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1313.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1314.

105481K

[Siti #44](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1315.

105481D

[y7uSäö](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1316.

105481E

[OÄtof6™](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1317.

105481G

[~Tupëä](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1318.

105481L

[ÿTUNKä N`](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1319.

105481C

[c0ctN2E](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1320.

105481A

[r1NtPwQx](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1321.

105481J

[~OpñN`](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

### 1322.

105481B

[kÖRönög/](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shstyle.'s solution](#)

**1323.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1324.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1325.**

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1326.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1327.**

103102I

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1328.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1329.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1330.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1331.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1332.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1333.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1334.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1335.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1336.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1337.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1338.**

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1339.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1340.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1341.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1342.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1343.**

105385A

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**1344.**

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**1345.**

104847K

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Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1346.**

104847A

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**1347.**

104847E

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Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1348.**

104847D

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**1349.**

104847H

[Rebellious Sequences](#) · [Tutorial](#)

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**1350.**

104847C

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**1351.**

103055A

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**1352.**

104065E

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**1353.**

104270F

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**1354.**

104270D

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Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1355.**

104270E

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**1356.**

104270J

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Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1357.**

104270C

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**1358.**

104270M

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**1359.**

104813G

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**1360.**

104813J

[Game on a Forest](#) · [Tutorial](#)

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**1361.**

104813D

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[shstyle.'s solution](#)

**1362.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1363.**

104813M

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Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1364.**

104813B

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**1365.**

104065M

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**1366.**

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Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1367.**

104065G

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**1368.**

104065C

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**1369.**

104022B

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**1370.**

104022G

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**1372.**

104022E

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**1373.**

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**1375.**

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**1376.**

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**1377.**

103055I

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**1378.**

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**1379.**

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**1380.**

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**1381.**

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**1382.**

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**1384.**

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**1385.**

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**1386.**

104008A

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**1387.**

101239E

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**1388.**

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**1389.**

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**1390.**

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**1391.**

104461B

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**1392.**

104461A

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**1393.**

103447I

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**1394.**

103447D

[Math master](#) · [Tutorial](#)

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**1395.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1396.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1397.**

103447B

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**1398.**

103427L

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**1399.**

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**1403.**

104369B

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**1404.**

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**1406.**

104369E

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**1407.**

104369I

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**1408.**

104369D

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**1409.**

104369C

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**1410.**

104369A

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**1411.**

103409D

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**1412.**

103409E

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**1413.**

103409G

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**1414.**

103409I

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Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1415.**

103409A

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**1416.**

104172L

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**1417.**

104172E

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104172A

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**1419.**

104172K

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**1420.**

104172H

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**1421.**

105222F

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**1423.**

105222E

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**1424.**

105222H

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**1425.**

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**1426.**

103941G

[Mocha Nuts](#)

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**1427.**

105231E

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**1428.**

103941F

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**1429.**

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103941A

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**1431.**

105231D

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Rating: — · first AC: 2024-06-19 · last AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1432.**

105231H

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**1433.**

105231L

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**1434.**

105231K

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**1435.**

105231J

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**1436.**

105231G

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**1437.**

105231C

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**1438.**

105231A

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**1439.**

105170D

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Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1440.**

105170E

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Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1441.**

105170K

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Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1442.**

105170L

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**1443.**

105170G

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**1444.**

105170I

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**1445.**

105173F

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**1446.**

105173E

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**1447.**

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**1456.**

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1457.**

102028E

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

Rating: — · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: —

[shstyle.'s solution](#)

**1458.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1459.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1460.**

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1461.**

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1462.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1463.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1464.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1465.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1466.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1467.**

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1468.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1469.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1470.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1471.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1472.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1473.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1474.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1475.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1476.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1477.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

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

**1478.**

104023G

[Grade 2](#) · [Tutorial](#)

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

**1479.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

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

**1480.**

104023A

[Dunai](#) · [Tutorial](#)

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

**1481.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1482.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1483.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1484.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1485.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1486.**

104015L

[RBS](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1487.**

104015H

[Colored Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1488.**

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1489.**

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1490.**

104015J

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

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1491.**

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1492.**

104015D

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

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1493.**

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1494.**

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1495.**

104015E

[Delete Two Elements](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1496.**

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1497.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1498.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1499.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1500.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1501.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1502.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1503.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1504.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1505.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1506.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1507.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1508.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1509.**

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1510.**

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1511.**

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1512.**

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1513.**

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1514.**

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1515.**

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1516.**

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1517.**

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1518.**

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1519.**

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1520.**

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1521.**

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1522.**

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1523.**

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1524.**

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1525.**

105053F

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

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1526.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1527.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1528.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1529.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1530.**

104871G

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

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1531.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1532.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1533.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-03 · last AC: 2024-03-25 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[shstyle.'s solution](#)

**1534.**

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1535.**

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1536.**

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1537.**

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1538.**

102800E

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

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1539.**

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1540.**

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1541.**

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1542.**

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1543.**

103185C

[Crisis at the Wedding](#) · Tutorial

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1544.**

103185L

[Lola's Schedule](#) · Tutorial

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1545.**

103185D

[Dividing Candy](#) · Tutorial

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1546.**

103185N

[Non-Integer Donuts](#) · Tutorial

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1547.**

103688C

[Tree Division](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1548.**

103688L

[Let's Swap](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1549.**

103688G

[Chevonne's Necklace](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1550.**

103688H

[Kanbun](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1551.**

103688A

[Bookshelf Filling](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1552.**

103688F

[342 and Xiangqi](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1553.**

103688I

[Equal Sum Arrays](#) · Tutorial

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1554.**

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1555.**

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1556.**

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1557.**

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1558.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1559.**

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1560.**

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1561.**

103486B

[Arithmetic Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1562.**

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1563.**

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1564.**

104366D

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

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1565.**

104366G

[Expected Sum](#) · [Tutorial](#)

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

**1566.**

104366H

[Light the Street](#) · [Tutorial](#)

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

**1567.**

104366I

[Subsetting and Summing](#) · [Tutorial](#)

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

**1568.**

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

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

**1569.**

104366A

[Cask Effect](#) · [Tutorial](#)

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

**1570.**

104366K

[The Secret Comparison](#) · [Tutorial](#)

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

**1571.**

103186H

[ž!TāvTūAlis~šv](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1572.**

104077L

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**1573.**

104077J

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**1574.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1575.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1576.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1577.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1578.**

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1579.**

103186D

[Zztrans v. Tsio\\$1 qq](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1580.**

103186E

[Zztrans v. Tsio\\$1 qq](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1581.**

103186G

[Zztrans v. Tsio\\$1 qq](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1582.**

103186C

[Zztrans v. Tsio\\$1 qq](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1583.**

103186A

[Zztrans v. Tsio\\$1 qq](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1584.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1585.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1586.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1587.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1588.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1589.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1590.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1591.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1592.**

104611K

[König](#)

Rating: — · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1593.**

104317G

[Golden jade matrix checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1594.**

104317B

[Bespread with chequers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1595.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1596.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1597.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1598.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1599.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1600.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1601.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1602.**

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1603.**

104059C

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

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1604.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1605.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1606.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1607.**

104317J

[Juxtaposed brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1608.**

104854E

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

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1609.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1610.**

104854B

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

Rating: — · first AC: 2024-01-16 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1611.**

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1612.**

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1613.**

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1614.**

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1615.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1616.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1617.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1618.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1619.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1620.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1621.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1622.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1623.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1624.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1625.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1626.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1627.**

103069A

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

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1628.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1629.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1630.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1631.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1632.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1633.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1634.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1635.**

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1636.**

104777G

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

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1637.**

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1638.**

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1639.**

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1640.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1641.**

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1642.**

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1643.**

104396K

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

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1644.**

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1645.**

104396J

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

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1646.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1647.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1648.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1649.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1650.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1651.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1652.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1653.**

104721A

[apple](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1654.**

102257B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1655.**

102257C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1656.**

104677A

[Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1657.**

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1658.**

102257A

[Strange Device](#) · [Tutorial](#)

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

**1659.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1660.**

103443J

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

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

**1661.**

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[shstyle.'s solution](#)

**1662.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

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

**1663.**

103443D

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

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1664.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1665.**

103443A

[Ice Cream](#) · [Tutorial](#)

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

[shstyle.'s solution](#)

**1666.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1667.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1668.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1669.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[shstyle.'s solution](#)

**1670.**

104037D

[Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1671.**

104037B

[Decode](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1672.**

104037A

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1673.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1674.**

103931E

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

Rating: — · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1675.**

103931H

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

Rating: — · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1676.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[shstyle.'s solution](#)

**1677.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1678.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shstyle.'s solution](#)