

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

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# Unique solved — shurongwang

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

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

Filters: none

Count: 1,020

1.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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2.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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3.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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4.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

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5.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math

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6.

837A

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Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · last AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation

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7.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

8.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

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9.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

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**10.**

620A

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**11.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation  
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**12.**

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
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**13.**

1285A

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

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**14.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings  
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**15.**

1270A

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**16.**

1093A

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**17.**

1250F

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**18.**

1236A

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**19.**

1244A

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**20.**

1228A

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**21.**

873A

[Chores](#) · [Tutorial](#)

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**22.**

702A

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**23.**

710A

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**24.**

1207A

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**25.**

884A

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**26.**

1206A

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

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**27.**

1167A

[Telephone Number](#) · [Tutorial](#)

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**28.**

1178A

[Prime Minister](#) · [Tutorial](#)

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**29.**

1194A

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

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**30.**

822A

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**31.**

1186A

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

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**32.**

1159A

[A pile of stones](#) · [Tutorial](#)

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**33.**

1131A

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**34.**

1114A

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**35.**

1104A

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**36.**

1091A

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**37.**

1058A

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

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**38.**

1028A

[Find Square](#) · [Tutorial](#)

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**39.**

1017A

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**40.**

1009A

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**41.**

994A

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**42.**

978B

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**43.**

978A

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**44.**

977A

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

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**45.**

965A

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**46.**

964A

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**47.**

954A

[Diagonal Walking](#) · [Tutorial](#)

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**48.**

749A

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**49.**

950A

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**50.**

935A

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**51.**

938A

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**52.**

919A

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**53.**

918A

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**54.**

551A

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**55.**

912A

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**56.**

908A

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**57.**

910A

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**58.**

899A

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**59.**

898A

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**60.**

900A

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**61.**

897A

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**62.**

894A

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**63.**

228A

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**64.**

155A

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65.

835A

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66.

832A

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67.

831B

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68.

1373B

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69.

1354A

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70.

1326B

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71.

616A

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72.

1313A

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73.

1282A

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74.

1093B

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75.

1267B

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**76.**

1238A

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**77.**

1208A

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**78.**

1204B

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**79.**

1206B

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**80.**

1132B

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**81.**

1197A

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**82.**

1163A

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**83.**

1138A

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**84.**

1008A

[Romaji](#) · [Tutorial](#)

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**85.**

1110A

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**86.**

1011A

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**87.**

1025A

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**88.**

1016A

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**89.**

1004A

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Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-08 · GNU C++ (first AC) · Tags: implementation  
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**90.**

977B

[Two-gram](#) · [Tutorial](#)

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**91.**

961A

[Tetris](#) · [Tutorial](#)

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**92.**

948A

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**93.**

935B

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**94.**

918B

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**95.**

914A

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**96.**

916A

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**97.**

915A

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**98.**

913A

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**99.**

903A

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**100.**

876A

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**101.**

892A

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**102.**

872A

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**103.**

868A

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**104.**

841A

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**105.**

839A

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**106.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[shurongwang's solution](#)

**107.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**108.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**109.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[shurongwang's solution](#)

**110.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[shurongwang's solution](#)

**111.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[shurongwang's solution](#)

**112.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: games, greedy  
[shurongwang's solution](#)

**113.**

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2020-03-03 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**114.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[shurongwang's solution](#)

**115.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[shurongwang's solution](#)

**116.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math  
[shurongwang's solution](#)

**117.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[shurongwang's solution](#)

**118.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[shurongwang's solution](#)

**119.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[shurongwang's solution](#)

**120.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**121.**

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**122.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**123.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2018-01-25 · last AC: 2019-09-23 · GNU C++11 (first AC) · Tags: math

[shurongwang's solution](#)

**124.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[shurongwang's solution](#)

**125.**

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[shurongwang's solution](#)

**126.**

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[shurongwang's solution](#)

**127.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**128.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[shurongwang's solution](#)

**129.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shurongwang's solution](#)

**130.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[shurongwang's solution](#)

**131.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[shurongwang's solution](#)

**132.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · last AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**133.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation, strings  
[shurongwang's solution](#)

**134.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**135.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[shurongwang's solution](#)

**136.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: greedy, shortest paths  
[shurongwang's solution](#)

**137.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[shurongwang's solution](#)

**138.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[shurongwang's solution](#)

**139.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: math, sortings  
[shurongwang's solution](#)

**140.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · last AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[shurongwang's solution](#)

**141.**

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[shurongwang's solution](#)

**142.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: implementation, sortings  
[shurongwang's solution](#)

**143.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**144.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2017-12-10 · GNU C++11 (first AC) · Tags: sortings  
[shurongwang's solution](#)

**145.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**146.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**147.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**148.**

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[shurongwang's solution](#)

**149.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**150.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**151.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[shurongwang's solution](#)

**152.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[shurongwang's solution](#)

**153.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[shurongwang's solution](#)

**154.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[shurongwang's solution](#)

**155.**

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: math  
[shurongwang's solution](#)

**156.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[shurongwang's solution](#)

**157.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math  
[shurongwang's solution](#)

**158.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shurongwang's solution](#)

**159.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[shurongwang's solution](#)

**160.**

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[shurongwang's solution](#)

**161.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[shurongwang's solution](#)

**162.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**163.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[shurongwang's solution](#)

**164.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**165.**

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry  
[shurongwang's solution](#)

**166.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2018-08-23 · last AC: 2018-08-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[shurongwang's solution](#)

**167.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: combinatorics, math  
[shurongwang's solution](#)

**168.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**169.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy  
[shurongwang's solution](#)

**170.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**171.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[shurongwang's solution](#)

**172.**

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings  
[shurongwang's solution](#)

**173.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**174.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[shurongwang's solution](#)

**175.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: implementation, strings  
[shurongwang's solution](#)

**176.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**177.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**178.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math  
[shurongwang's solution](#)

**179.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry  
[shurongwang's solution](#)

**180.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings  
[shurongwang's solution](#)

**181.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math  
[shurongwang's solution](#)

**182.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy  
[shurongwang's solution](#)

**183.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[shurongwang's solution](#)

**184.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers  
[shurongwang's solution](#)

**185.**

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[shurongwang's solution](#)

**186.**

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[shurongwang's solution](#)

**187.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy  
[shurongwang's solution](#)

**188.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**189.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[shurongwang's solution](#)

**190.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[shurongwang's solution](#)

**191.**

1245B

[Restricted RPS](#) · [Tutorial](#)

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

**192.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: greedy, sortings  
[shurongwang's solution](#)

**193.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math  
[shurongwang's solution](#)

**194.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy  
[shurongwang's solution](#)

**195.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[shurongwang's solution](#)

**196.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[shurongwang's solution](#)

**197.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shurongwang's solution](#)

**198.**

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[shurongwang's solution](#)

**199.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[shurongwang's solution](#)

**200.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[shurongwang's solution](#)

**201.**

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[shurongwang's solution](#)

**202.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[shurongwang's solution](#)

**203.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math  
[shurongwang's solution](#)

**204.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
[shurongwang's solution](#)

**205.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[shurongwang's solution](#)

**206.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[shurongwang's solution](#)

**207.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · last AC: 2018-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[shurongwang's solution](#)

**208.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: strings

[shurongwang's solution](#)

**209.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**210.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[shurongwang's solution](#)

**211.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**212.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[shurongwang's solution](#)

**213.**

749B

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

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2018-03-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry

[shurongwang's solution](#)

**214.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[shurongwang's solution](#)

**215.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**216.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · last AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[shurongwang's solution](#)

**217.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · last AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation, trees

[shurongwang's solution](#)

**218.**

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[shurongwang's solution](#)

**219.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: brute force, two pointers

[shurongwang's solution](#)

**220.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**221.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[shurongwang's solution](#)

**222.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**223.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**224.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[shurongwang's solution](#)

**225.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**226.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[shurongwang's solution](#)

**227.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[shurongwang's solution](#)

**228.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[shurongwang's solution](#)

**229.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**230.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**231.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[shurongwang's solution](#)

**232.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: math

[shurongwang's solution](#)

**233.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**234.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[shurongwang's solution](#)

**235.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[shurongwang's solution](#)

**236.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[shurongwang's solution](#)

**237.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[shurongwang's solution](#)

**238.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shurongwang's solution](#)

**239.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**240.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[shurongwang's solution](#)

**241.**

1236C

[Labs](#) · [Tutorial](#)

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

[shurongwang's solution](#)

**242.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[shurongwang's solution](#)

**243.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shurongwang's solution](#)

**244.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math  
[shurongwang's solution](#)

**245.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[shurongwang's solution](#)

**246.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,687 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[shurongwang's solution](#)

**247.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[shurongwang's solution](#)

**248.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shurongwang's solution](#)

**249.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**250.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[shurongwang's solution](#)

**251.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[shurongwang's solution](#)

**252.**

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[shurongwang's solution](#)

**253.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2018-01-12 · last AC: 2018-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[shurongwang's solution](#)

**254.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**255.**

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**256.**

1058C

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

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**257.**

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**258.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shurongwang's solution](#)

**259.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**260.**

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: math

[shurongwang's solution](#)

**261.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[shurongwang's solution](#)

**262.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**263.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[shurongwang's solution](#)

**264.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[shurongwang's solution](#)

**265.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**266.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**267.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · last AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**268.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[shurongwang's solution](#)

**269.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**270.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[shurongwang's solution](#)

**271.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2017-12-17 · last AC: 2017-12-17 · GNU C++11 (first AC) · Tags: expression parsing, implementation, sortings, strings

[shurongwang's solution](#)

**272.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-16 · last AC: 2017-12-16 · GNU C++11 (first AC) · Tags: math, number theory  
[shurongwang's solution](#)

**273.**

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force  
[shurongwang's solution](#)

**274.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force, dp  
[shurongwang's solution](#)

**275.**

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: expression parsing, implementation  
[shurongwang's solution](#)

**276.**

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[shurongwang's solution](#)

**277.**

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory  
[shurongwang's solution](#)

**278.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory  
[shurongwang's solution](#)

**279.**

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**280.**

841C

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

Rating: 1300 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: greedy  
[shurongwang's solution](#)

**281.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math  
[shurongwang's solution](#)

**282.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[shurongwang's solution](#)

**283.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shurongwang's solution](#)

**284.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[shurongwang's solution](#)

**285.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[shurongwang's solution](#)

**286.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[shurongwang's solution](#)

**287.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[shurongwang's solution](#)

**288.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[shurongwang's solution](#)

**289.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[shurongwang's solution](#)

**290.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[shurongwang's solution](#)

**291.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[shurongwang's solution](#)

**292.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[shurongwang's solution](#)

**293.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[shurongwang's solution](#)

**294.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shurongwang's solution](#)

**295.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**296.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[shurongwang's solution](#)

**297.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**298.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[shurongwang's solution](#)

**299.**

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: brute force, sortings

[shurongwang's solution](#)

**300.**

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[shurongwang's solution](#)

**301.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[shurongwang's solution](#)

**302.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[shurongwang's solution](#)

**303.**

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**304.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[shurongwang's solution](#)

**305.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[shurongwang's solution](#)

**306.**

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[shurongwang's solution](#)

**307.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[shurongwang's solution](#)

**308.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[shurongwang's solution](#)

**309.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**310.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[shurongwang's solution](#)

**311.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[shurongwang's solution](#)

**312.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**313.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[shurongwang's solution](#)

**314.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[shurongwang's solution](#)

**315.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[shurongwang's solution](#)

**316.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-08 · last AC: 2018-07-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**317.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[shurongwang's solution](#)

**318.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[shurongwang's solution](#)

**319.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2018-04-13 · last AC: 2018-04-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

[shurongwang's solution](#)

**320.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[shurongwang's solution](#)

**321.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · last AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[shurongwang's solution](#)

**322.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[shurongwang's solution](#)

**323.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**324.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: geometry, math

[shurongwang's solution](#)

**325.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2018-02-04 · last AC: 2018-02-04 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**326.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · last AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[shurongwang's solution](#)

**327.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[shurongwang's solution](#)

**328.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[shurongwang's solution](#)

**329.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[shurongwang's solution](#)

**330.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**331.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[shurongwang's solution](#)

**332.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**333.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**334.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**335.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[shurongwang's solution](#)

**336.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation,

math, two pointers

[shurongwang's solution](#)

**337.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shurongwang's solution](#)

**338.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[shurongwang's solution](#)

**339.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[shurongwang's solution](#)

**340.**

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[shurongwang's solution](#)

**341.**

1340A

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

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

[shurongwang's solution](#)

**342.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[shurongwang's solution](#)

**343.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**344.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[shurongwang's solution](#)

**345.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[shurongwang's solution](#)

**346.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2020-03-03 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: greedy

[shurongwang's solution](#)

**347.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy  
[shurongwang's solution](#)

**348.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math  
[shurongwang's solution](#)

**349.**

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[shurongwang's solution](#)

**350.**

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[shurongwang's solution](#)

**351.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[shurongwang's solution](#)

**352.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[shurongwang's solution](#)

**353.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[shurongwang's solution](#)

**354.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[shurongwang's solution](#)

**355.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**356.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: dp, implementation  
[shurongwang's solution](#)

**357.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[shurongwang's solution](#)

**358.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[shurongwang's solution](#)

**359.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[shurongwang's solution](#)

**360.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[shurongwang's solution](#)

**361.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[shurongwang's solution](#)

**362.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[shurongwang's solution](#)

**363.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[shurongwang's solution](#)

**364.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shurongwang's solution](#)

**365.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[shurongwang's solution](#)

**366.**

1178D

[Prime Graph](#) · [Tutorial](#)

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

[shurongwang's solution](#)

**367.**

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[shurongwang's solution](#)

**368.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[shurongwang's solution](#)

**369.**

1159C

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

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[shurongwang's solution](#)

**370.**

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[shurongwang's solution](#)

**371.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[shurongwang's solution](#)

**372.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[shurongwang's solution](#)

**373.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[shurongwang's solution](#)

**374.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dp, math, matrices  
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**375.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[shurongwang's solution](#)

**376.**

1106D

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**377.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[shurongwang's solution](#)

**378.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

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[shurongwang's solution](#)

**379.**

1101C

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

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-19 · last AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[shurongwang's solution](#)

**380.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[shurongwang's solution](#)

**381.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[shurongwang's solution](#)

**382.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[shurongwang's solution](#)

**383.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[shurongwang's solution](#)

**384.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[shurongwang's solution](#)

**385.**

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2018-06-16 · last AC: 2018-06-16 · GNU C++11 (first AC) · Tags: data structures, implementation

[shurongwang's solution](#)

**386.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[shurongwang's solution](#)

**387.**

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[shurongwang's solution](#)

**388.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[shurongwang's solution](#)

**389.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation  
[shurongwang's solution](#)

**390.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[shurongwang's solution](#)

**391.**

268C

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

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[shurongwang's solution](#)

**392.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2018-03-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers  
[shurongwang's solution](#)

**393.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings  
[shurongwang's solution](#)

**394.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: implementation  
[shurongwang's solution](#)

**395.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[shurongwang's solution](#)

**396.**

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math  
[shurongwang's solution](#)

**397.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: binary search, implementation  
[shurongwang's solution](#)

**398.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: brute force, dp  
[shurongwang's solution](#)

**399.**

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings  
[shurongwang's solution](#)

**400.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: greedy  
[shurongwang's solution](#)

**401.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, dp, math  
[shurongwang's solution](#)

**402.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**403.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[shurongwang's solution](#)

**404.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar  
[shurongwang's solution](#)

**405.**

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, shortest paths  
[shurongwang's solution](#)

**406.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[shurongwang's solution](#)

**407.**

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[shurongwang's solution](#)

**408.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[shurongwang's solution](#)

**409.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
[shurongwang's solution](#)

**410.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[shurongwang's solution](#)

**411.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[shurongwang's solution](#)

**412.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[shurongwang's solution](#)

**413.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[shurongwang's solution](#)

**414.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[shurongwang's solution](#)

**415.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**416.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[shurongwang's solution](#)

**417.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: dfs and similar

[shurongwang's solution](#)

**418.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[shurongwang's solution](#)

**419.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[shurongwang's solution](#)

**420.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[shurongwang's solution](#)

**421.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[shurongwang's solution](#)

**422.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[shurongwang's solution](#)

**423.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2019-09-03 · last AC: 2019-09-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[shurongwang's solution](#)

**424.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[shurongwang's solution](#)

**425.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[shurongwang's solution](#)

**426.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[shurongwang's solution](#)

**427.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[shurongwang's solution](#)

**428.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[shurongwang's solution](#)

**429.**

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[shurongwang's solution](#)

**430.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[shurongwang's solution](#)

**431.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**432.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[shurongwang's solution](#)

**433.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[shurongwang's solution](#)

**434.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[shurongwang's solution](#)

**435.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[shurongwang's solution](#)

**436.**

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[shurongwang's solution](#)

**437.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[shurongwang's solution](#)

**438.**

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[shurongwang's solution](#)

**439.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**440.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[shurongwang's solution](#)

**441.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[shurongwang's solution](#)

**442.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[shurongwang's solution](#)

**443.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[shurongwang's solution](#)

**444.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: implementation

[shurongwang's solution](#)

**445.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**446.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shurongwang's solution](#)

**447.**

284C

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

Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp

[shurongwang's solution](#)

**448.**

957C

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

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[shurongwang's solution](#)

**449.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[shurongwang's solution](#)

**450.**

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[shurongwang's solution](#)

**451.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[shurongwang's solution](#)

**452.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[shurongwang's solution](#)

**453.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[shurongwang's solution](#)

**454.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[shurongwang's solution](#)

**455.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**456.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**457.**

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · last AC: 2018-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[shurongwang's solution](#)

**458.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2018-01-13 · last AC: 2018-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[shurongwang's solution](#)

**459.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[shurongwang's solution](#)

**460.**

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**461.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-10 · last AC: 2018-01-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[shurongwang's solution](#)

**462.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[shurongwang's solution](#)

**463.**

165C

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

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2017-12-09 · last AC: 2017-12-23 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[shurongwang's solution](#)

**464.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[shurongwang's solution](#)

**465.**

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[shurongwang's solution](#)

**466.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-11-24 · last AC: 2017-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[shurongwang's solution](#)

**467.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2017-08-27 · last AC: 2017-08-30 · GNU C++11 (first AC) · Tags: dfs and similar

[shurongwang's solution](#)

**468.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[shurongwang's solution](#)

**469.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[shurongwang's solution](#)

**470.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[shurongwang's solution](#)

**471.**

1340B

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

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

[shurongwang's solution](#)

**472.**

1329B

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

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

[shurongwang's solution](#)

**473.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[shurongwang's solution](#)

**474.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[shurongwang's solution](#)

**475.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[shurongwang's solution](#)

**476.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[shurongwang's solution](#)

**477.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[shurongwang's solution](#)

**478.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[shurongwang's solution](#)

**479.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-16 · last AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[shurongwang's solution](#)

**480.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2019-12-10 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**481.**

1267E

[Elections](#) · [Tutorial](#)

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

[shurongwang's solution](#)

**482.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[shurongwang's solution](#)

**483.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[shurongwang's solution](#)

**484.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[shurongwang's solution](#)

**485.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[shurongwang's solution](#)

**486.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-14 · last AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dp, greedy

[shurongwang's solution](#)

**487.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[shurongwang's solution](#)

**488.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[shurongwang's solution](#)

**489.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[shurongwang's solution](#)

**490.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[shurongwang's solution](#)

**491.**

1229A

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

Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[shurongwang's solution](#)

**492.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: games, greedy, math

[shurongwang's solution](#)

**493.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[shurongwang's solution](#)

**494.**

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[shurongwang's solution](#)

**495.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths  
[shurongwang's solution](#)

**496.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[shurongwang's solution](#)

**497.**

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[shurongwang's solution](#)

**498.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths  
[shurongwang's solution](#)

**499.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[shurongwang's solution](#)

**500.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[shurongwang's solution](#)

**501.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**502.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2018-01-03 · last AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[shurongwang's solution](#)

**503.**

1086B

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

Rating: 1700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees  
[shurongwang's solution](#)

**504.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[shurongwang's solution](#)

**505.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings,

strings

[shurongwang's solution](#)

**506.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[shurongwang's solution](#)

**507.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[shurongwang's solution](#)

**508.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[shurongwang's solution](#)

**509.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[shurongwang's solution](#)

**510.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[shurongwang's solution](#)

**511.**

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**512.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[shurongwang's solution](#)

**513.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[shurongwang's solution](#)

**514.**

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[shurongwang's solution](#)

**515.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[shurongwang's solution](#)

**516.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[shurongwang's solution](#)

**517.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy  
[shurongwang's solution](#)

**518.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory  
[shurongwang's solution](#)

**519.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs  
[shurongwang's solution](#)

**520.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2018-07-16 · last AC: 2018-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers  
[shurongwang's solution](#)

**521.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[shurongwang's solution](#)

**522.**

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-12 · last AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp  
[shurongwang's solution](#)

**523.**

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2018-07-10 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp, sortings  
[shurongwang's solution](#)

**524.**

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-31 · last AC: 2018-05-31 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[shurongwang's solution](#)

**525.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[shurongwang's solution](#)

**526.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-10 · last AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dp  
[shurongwang's solution](#)

**527.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-04-26 · last AC: 2018-04-26 · GNU C++11 (first AC) · Tags: dp, matrices  
[shurongwang's solution](#)

**528.**

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-31 · last AC: 2018-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[shurongwang's solution](#)

**529.**

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: dp, greedy  
[shurongwang's solution](#)

**530.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-26 · last AC: 2018-02-26 · GNU C++11 (first AC) · Tags: math  
[shurongwang's solution](#)

**531.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: data structures, sortings  
[shurongwang's solution](#)

**532.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs  
[shurongwang's solution](#)

**533.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-01-28 · last AC: 2018-01-28 · GNU C++11 (first AC) · Tags: math, number theory  
[shurongwang's solution](#)

**534.**

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-25 · last AC: 2017-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[shurongwang's solution](#)

**535.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
[shurongwang's solution](#)

**536.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers  
[shurongwang's solution](#)

**537.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2017-11-05 · last AC: 2017-11-05 · GNU C++11 (first AC) · Tags: dp, greedy  
[shurongwang's solution](#)

**538.**

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[shurongwang's solution](#)

**539.**

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math  
[shurongwang's solution](#)

**540.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
[shurongwang's solution](#)

**541.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[shurongwang's solution](#)

**542.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[shurongwang's solution](#)

**543.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[shurongwang's solution](#)

**544.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2020-03-06 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: greedy, sortings  
[shurongwang's solution](#)

**545.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search  
[shurongwang's solution](#)

**546.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees  
[shurongwang's solution](#)

**547.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[shurongwang's solution](#)

**548.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[shurongwang's solution](#)

**549.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[shurongwang's solution](#)

**550.**

1267J

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

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

**551.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[shurongwang's solution](#)

**552.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[shurongwang's solution](#)

**553.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees  
[shurongwang's solution](#)

**554.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: dp  
[shurongwang's solution](#)

**555.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[shurongwang's solution](#)

**556.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
[shurongwang's solution](#)

**557.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer  
[shurongwang's solution](#)

**558.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms  
[shurongwang's solution](#)

**559.**

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics  
[shurongwang's solution](#)

**560.**

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[shurongwang's solution](#)

**561.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games  
[shurongwang's solution](#)

**562.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[shurongwang's solution](#)

**563.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-07-11 · last AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[shurongwang's solution](#)

**564.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**565.**

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-23 · last AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[shurongwang's solution](#)

**566.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings  
[shurongwang's solution](#)

**567.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[shurongwang's solution](#)

**568.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2019-03-25 · last AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[shurongwang's solution](#)

**569.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[shurongwang's solution](#)

**570.**

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[shurongwang's solution](#)

**571.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[shurongwang's solution](#)

**572.**

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[shurongwang's solution](#)

**573.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**574.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[shurongwang's solution](#)

**575.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[shurongwang's solution](#)

**576.**

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[shurongwang's solution](#)

**577.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[shurongwang's solution](#)

**578.**

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees  
[shurongwang's solution](#)

**579.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-17 · last AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[shurongwang's solution](#)

**580.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[shurongwang's solution](#)

**581.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**582.**

1058D

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[shurongwang's solution](#)

**583.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-01 · GNU C++11 (first AC) · Tags: number theory

[shurongwang's solution](#)

**584.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-31 · last AC: 2018-08-31 · GNU C++11 (first AC) · Tags: binary search, interactive

[shurongwang's solution](#)

**585.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: math, number theory

[shurongwang's solution](#)

**586.**

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[shurongwang's solution](#)

**587.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**588.**

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-27 · last AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**589.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2018-04-05 · last AC: 2018-04-05 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[shurongwang's solution](#)

**590.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[shurongwang's solution](#)

**591.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[shurongwang's solution](#)

**592.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[shurongwang's solution](#)

**593.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[shurongwang's solution](#)

**594.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[shurongwang's solution](#)

**595.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[shurongwang's solution](#)

**596.**

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: brute force, math

[shurongwang's solution](#)

**597.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2017-12-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**598.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: shortest paths

[shurongwang's solution](#)

**599.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[shurongwang's solution](#)

**600.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[shurongwang's solution](#)

**601.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[shurongwang's solution](#)

**602.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[shurongwang's solution](#)

**603.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs

[shurongwang's solution](#)

**604.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[shurongwang's solution](#)

**605.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[shurongwang's solution](#)

**606.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[shurongwang's solution](#)

**607.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[shurongwang's solution](#)

**608.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[shurongwang's solution](#)

**609.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[shurongwang's solution](#)

**610.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[shurongwang's solution](#)

**611.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
[shurongwang's solution](#)

**612.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings  
[shurongwang's solution](#)

**613.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[shurongwang's solution](#)

**614.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees  
[shurongwang's solution](#)

**615.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2019-04-22 · last AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[shurongwang's solution](#)

**616.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[shurongwang's solution](#)

**617.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings  
[shurongwang's solution](#)

**618.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · last AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[shurongwang's solution](#)

**619.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[shurongwang's solution](#)

**620.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy  
[shurongwang's solution](#)

**621.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[shurongwang's solution](#)

**622.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing  
[shurongwang's solution](#)

**623.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[shurongwang's solution](#)

**624.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: math  
[shurongwang's solution](#)

**625.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation  
[shurongwang's solution](#)

**626.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math  
[shurongwang's solution](#)

**627.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs  
[shurongwang's solution](#)

**628.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[shurongwang's solution](#)

**629.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
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**630.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[shurongwang's solution](#)

**631.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**632.**

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation  
[shurongwang's solution](#)

**633.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-08 · Python 2 (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[shurongwang's solution](#)

**634.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · last AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees  
[shurongwang's solution](#)

**635.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math  
[shurongwang's solution](#)

**636.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry  
[shurongwang's solution](#)

**637.**

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-08 · last AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings  
[shurongwang's solution](#)

**638.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[shurongwang's solution](#)

**639.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-28 · last AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[shurongwang's solution](#)

**640.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[shurongwang's solution](#)

**641.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[shurongwang's solution](#)

**642.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**643.**

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[shurongwang's solution](#)

**644.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[shurongwang's solution](#)

**645.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[shurongwang's solution](#)

**646.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[shurongwang's solution](#)

**647.**

230E

[Triangles](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[shurongwang's solution](#)

**648.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2019-02-28 · last AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[shurongwang's solution](#)

**649.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[shurongwang's solution](#)

**650.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[shurongwang's solution](#)

**651.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[shurongwang's solution](#)

**652.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[shurongwang's solution](#)

**653.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[shurongwang's solution](#)

**654.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2018-12-08 · last AC: 2018-12-08 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[shurongwang's solution](#)

**655.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dp  
[shurongwang's solution](#)

**656.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-31 · last AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures, trees  
[shurongwang's solution](#)

**657.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2018-03-17 · last AC: 2018-03-17 · GNU C++ (first AC) · Tags: dp, strings  
[shurongwang's solution](#)

**658.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu  
[shurongwang's solution](#)

**659.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2018-01-06 · last AC: 2018-01-06 · GNU C++11 (first AC) · Tags: dp  
[shurongwang's solution](#)

**660.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,158 global accepts · Rating: 1900 · first AC: 2017-12-10 · GNU C++11 (first AC) · Tags: data structures, greedy, trees  
[shurongwang's solution](#)

**661.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: shortest paths

[shurongwang's solution](#)

**662.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[shurongwang's solution](#)

**663.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[shurongwang's solution](#)

**664.**

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[shurongwang's solution](#)

**665.**

571B

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Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[shurongwang's solution](#)

**666.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[shurongwang's solution](#)

**667.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[shurongwang's solution](#)

**668.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[shurongwang's solution](#)

**669.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[shurongwang's solution](#)

**670.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2018-03-01 · last AC: 2020-05-06 · GNU C++ (first AC) · Tags: dp, math

[shurongwang's solution](#)

**671.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[shurongwang's solution](#)

**672.**

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[shurongwang's solution](#)

**673.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, math

[shurongwang's solution](#)

**674.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[shurongwang's solution](#)

**675.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: flows, graphs

[shurongwang's solution](#)

**676.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

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**677.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: data structures

[shurongwang's solution](#)

**678.**

386C

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Quality: 951 global accepts · Rating: 2000 · first AC: 2019-12-25 · last AC: 2019-12-25 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

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**679.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[shurongwang's solution](#)

**680.**

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[shurongwang's solution](#)

**681.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[shurongwang's solution](#)

**682.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[shurongwang's solution](#)

**683.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[shurongwang's solution](#)

**684.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[shurongwang's solution](#)

**685.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · last AC: 2019-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[shurongwang's solution](#)

**686.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[shurongwang's solution](#)

**687.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[shurongwang's solution](#)

**688.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[shurongwang's solution](#)

**689.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[shurongwang's solution](#)

**690.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-12 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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**691.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**692.**

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[shurongwang's solution](#)

**693.**

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
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**694.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[shurongwang's solution](#)

**695.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers  
[shurongwang's solution](#)

**696.**

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
[shurongwang's solution](#)

**697.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2019-04-17 · last AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[shurongwang's solution](#)

**698.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2019-03-27 · last AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[shurongwang's solution](#)

**699.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[shurongwang's solution](#)

**700.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2019-03-26 · last AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[shurongwang's solution](#)

**701.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2019-03-26 · last AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[shurongwang's solution](#)

**702.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp  
[shurongwang's solution](#)

**703.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures  
[shurongwang's solution](#)

**704.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[shurongwang's solution](#)

**705.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[shurongwang's solution](#)

**706.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[shurongwang's solution](#)

**707.**

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[shurongwang's solution](#)

**708.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy  
[shurongwang's solution](#)

**709.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math  
[shurongwang's solution](#)

**710.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[shurongwang's solution](#)

**711.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[shurongwang's solution](#)

**712.**

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, strings

[shurongwang's solution](#)

### 713.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, two pointers

[shurongwang's solution](#)

### 714.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-06 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[shurongwang's solution](#)

### 715.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2018-03-24 · last AC: 2018-03-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[shurongwang's solution](#)

### 716.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[shurongwang's solution](#)

### 717.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[shurongwang's solution](#)

### 718.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[shurongwang's solution](#)

### 719.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[shurongwang's solution](#)

### 720.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shurongwang's solution](#)

### 721.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[shurongwang's solution](#)

### 722.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[shurongwang's solution](#)

**723.**

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[shurongwang's solution](#)

**724.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[shurongwang's solution](#)

**725.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-10-02 · last AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[shurongwang's solution](#)

**726.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shurongwang's solution](#)

**727.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers  
[shurongwang's solution](#)

**728.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices  
[shurongwang's solution](#)

**729.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math  
[shurongwang's solution](#)

**730.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2019-03-06 · last AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[shurongwang's solution](#)

**731.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2018-03-04 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings  
[shurongwang's solution](#)

**732.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, greedy  
[shurongwang's solution](#)

**733.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2019-10-28 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[shurongwang's solution](#)

**734.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[shurongwang's solution](#)

**735.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[shurongwang's solution](#)

**736.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[shurongwang's solution](#)

**737.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[shurongwang's solution](#)

**738.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[shurongwang's solution](#)

**739.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[shurongwang's solution](#)

**740.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[shurongwang's solution](#)

**741.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**742.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[shurongwang's solution](#)

**743.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, greedy  
[shurongwang's solution](#)

**744.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers  
[shurongwang's solution](#)

**745.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: data structures, graphs  
[shurongwang's solution](#)

**746.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings  
[shurongwang's solution](#)

**747.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[shurongwang's solution](#)

**748.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings  
[shurongwang's solution](#)

**749.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers  
[shurongwang's solution](#)

**750.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · last AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[shurongwang's solution](#)

**751.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[shurongwang's solution](#)

**752.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[shurongwang's solution](#)

**753.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-10 · last AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[shurongwang's solution](#)

**754.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-26 · last AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[shurongwang's solution](#)

**755.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2019-04-17 · last AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[shurongwang's solution](#)

**756.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees  
[shurongwang's solution](#)

**757.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2019-03-26 · last AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees  
[shurongwang's solution](#)

**758.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[shurongwang's solution](#)

**759.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[shurongwang's solution](#)

**760.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees  
[shurongwang's solution](#)

**761.**

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[shurongwang's solution](#)

**762.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[shurongwang's solution](#)

**763.**

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, games, graphs  
[shurongwang's solution](#)

**764.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2019-02-23 · last AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, dsu  
[shurongwang's solution](#)

**765.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[shurongwang's solution](#)

**766.**

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2019-02-26 · last AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[shurongwang's solution](#)

**767.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices  
[shurongwang's solution](#)

**768.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2019-02-14 · last AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs  
[shurongwang's solution](#)

**769.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2019-02-01 · last AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[shurongwang's solution](#)

**770.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[shurongwang's solution](#)

**771.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2018-06-09 · last AC: 2018-06-09 · GNU C++11 (first AC) · Tags: data structures, math, number theory  
[shurongwang's solution](#)

**772.**

465E

[Substitutes in Number](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-04 · last AC: 2018-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp  
[shurongwang's solution](#)

**773.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[shurongwang's solution](#)

**774.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[shurongwang's solution](#)

**775.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-07-15 · last AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[shurongwang's solution](#)

**776.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[shurongwang's solution](#)

**777.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[shurongwang's solution](#)

**778.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2018-10-27 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[shurongwang's solution](#)

**779.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[shurongwang's solution](#)

**780.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-09 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[shurongwang's solution](#)

**781.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[shurongwang's solution](#)

**782.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[shurongwang's solution](#)

**783.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[shurongwang's solution](#)

**784.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[shurongwang's solution](#)

### 785.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[shurongwang's solution](#)

### 786.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2019-04-28 · last AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[shurongwang's solution](#)

### 787.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-03-08 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[shurongwang's solution](#)

### 788.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-03-04 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[shurongwang's solution](#)

### 789.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shurongwang's solution](#)

### 790.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: binary search, two pointers

[shurongwang's solution](#)

### 791.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-02-15 · last AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[shurongwang's solution](#)

### 792.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[shurongwang's solution](#)

### 793.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[shurongwang's solution](#)

### 794.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · last AC: 2019-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[shurongwang's solution](#)

**795.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-13 · last AC: 2019-12-13 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[shurongwang's solution](#)

**796.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2019-10-21 · last AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**797.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[shurongwang's solution](#)

**798.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[shurongwang's solution](#)

**799.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[shurongwang's solution](#)

**800.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[shurongwang's solution](#)

**801.**

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings

[shurongwang's solution](#)

**802.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-05-01 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[shurongwang's solution](#)

**803.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[shurongwang's solution](#)

**804.**

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-04 · last AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[shurongwang's solution](#)

**805.**

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[shurongwang's solution](#)

**806.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[shurongwang's solution](#)

**807.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[shurongwang's solution](#)

**808.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[shurongwang's solution](#)

**809.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[shurongwang's solution](#)

**810.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[shurongwang's solution](#)

**811.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[shurongwang's solution](#)

**812.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[shurongwang's solution](#)

**813.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[shurongwang's solution](#)

**814.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[shurongwang's solution](#)

**815.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[shurongwang's solution](#)

**816.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[shurongwang's solution](#)

**817.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**818.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[shurongwang's solution](#)

**819.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2019-01-23 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[shurongwang's solution](#)

**820.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: hashing, strings

[shurongwang's solution](#)

**821.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[shurongwang's solution](#)

**822.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[shurongwang's solution](#)

**823.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**824.**

244E

[Colorado Potato Beetle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[shurongwang's solution](#)

**825.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: data structures, math  
[shurongwang's solution](#)

**826.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings  
[shurongwang's solution](#)

**827.**

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[shurongwang's solution](#)

**828.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[shurongwang's solution](#)

**829.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers  
[shurongwang's solution](#)

**830.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[shurongwang's solution](#)

**831.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[shurongwang's solution](#)

**832.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[shurongwang's solution](#)

**833.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[shurongwang's solution](#)

**834.**

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[shurongwang's solution](#)

**835.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
[shurongwang's solution](#)

**836.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: string suffix structures

[shurongwang's solution](#)

**837.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-09-02 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**838.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[shurongwang's solution](#)

**839.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-23 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[shurongwang's solution](#)

**840.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[shurongwang's solution](#)

**841.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[shurongwang's solution](#)

**842.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[shurongwang's solution](#)

**843.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[shurongwang's solution](#)

**844.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[shurongwang's solution](#)

**845.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[shurongwang's solution](#)

**846.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[shurongwang's solution](#)

**847.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[shurongwang's solution](#)

**848.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[shurongwang's solution](#)

**849.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[shurongwang's solution](#)

**850.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-01-20 · last AC: 2019-08-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[shurongwang's solution](#)

**851.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-08-16 · last AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[shurongwang's solution](#)

**852.**

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[shurongwang's solution](#)

**853.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[shurongwang's solution](#)

**854.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2019-07-10 · last AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**855.**

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[shurongwang's solution](#)

**856.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-18 · last AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[shurongwang's solution](#)

**857.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2019-05-11 · last AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[shurongwang's solution](#)

**858.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-06-02 · last AC: 2019-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation

[shurongwang's solution](#)

**859.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[shurongwang's solution](#)

**860.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[shurongwang's solution](#)

**861.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2019-02-25 · last AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[shurongwang's solution](#)

**862.**

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[shurongwang's solution](#)

**863.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[shurongwang's solution](#)

**864.**

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[shurongwang's solution](#)

**865.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[shurongwang's solution](#)

**866.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[shurongwang's solution](#)

**867.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[shurongwang's solution](#)

**868.**

1016E

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[shurongwang's solution](#)

**869.**

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
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**870.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory  
[shurongwang's solution](#)

**871.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[shurongwang's solution](#)

**872.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[shurongwang's solution](#)

**873.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees  
[shurongwang's solution](#)

**874.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[shurongwang's solution](#)

**875.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing  
[shurongwang's solution](#)

**876.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[shurongwang's solution](#)

**877.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[shurongwang's solution](#)

**878.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[shurongwang's solution](#)

**879.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[shurongwang's solution](#)

**880.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-25 · last AC: 2019-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[shurongwang's solution](#)

**881.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[shurongwang's solution](#)

**882.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[shurongwang's solution](#)

**883.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2019-03-16 · last AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[shurongwang's solution](#)

**884.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2019-08-24 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[shurongwang's solution](#)

**885.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2019-08-19 · last AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[shurongwang's solution](#)

**886.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[shurongwang's solution](#)

**887.**

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[shurongwang's solution](#)

**888.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · last AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[shurongwang's solution](#)

**889.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[shurongwang's solution](#)

**890.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[shurongwang's solution](#)

**891.**

1138F

[Cooperative Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[shurongwang's solution](#)

**892.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[shurongwang's solution](#)

**893.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[shurongwang's solution](#)

**894.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**895.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[shurongwang's solution](#)

**896.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-02-07 · last AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[shurongwang's solution](#)

**897.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[shurongwang's solution](#)

**898.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[shurongwang's solution](#)

**899.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[shurongwang's solution](#)

**900.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**901.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[shurongwang's solution](#)

**902.**

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[shurongwang's solution](#)

**903.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-09 · last AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[shurongwang's solution](#)

**904.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[shurongwang's solution](#)

**905.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[shurongwang's solution](#)

**906.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: combinatorics, fft

[shurongwang's solution](#)

**907.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[shurongwang's solution](#)

**908.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[shurongwang's solution](#)

**909.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[shurongwang's solution](#)

**910.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-02 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[shurongwang's solution](#)

**911.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-02-28 · last AC: 2020-02-29 · GNU C++11 (first AC) · Tags: hashing, strings

[shurongwang's solution](#)

**912.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-26 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[shurongwang's solution](#)

**913.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-02-01 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[shurongwang's solution](#)

**914.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[shurongwang's solution](#)

**915.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[shurongwang's solution](#)

**916.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2019-12-12 · last AC: 2019-12-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[shurongwang's solution](#)

**917.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-03-16 · last AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[shurongwang's solution](#)

**918.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[shurongwang's solution](#)

**919.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-09-22 · last AC: 2019-09-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[shurongwang's solution](#)

**920.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: dp, graphs

[shurongwang's solution](#)

**921.**

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2019-08-24 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[shurongwang's solution](#)

**922.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2018-07-19 · last AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[shurongwang's solution](#)

**923.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, expression parsing

[shurongwang's solution](#)

**924.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[shurongwang's solution](#)

**925.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[shurongwang's solution](#)

**926.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**927.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[shurongwang's solution](#)

**928.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[shurongwang's solution](#)

**929.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[shurongwang's solution](#)

**930.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[shurongwang's solution](#)

**931.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp  
[shurongwang's solution](#)

**932.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dp  
[shurongwang's solution](#)

**933.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-02-03 · last AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings  
[shurongwang's solution](#)

**934.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-02-05 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dp, graphs  
[shurongwang's solution](#)

**935.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, strings  
[shurongwang's solution](#)

**936.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-04 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities  
[shurongwang's solution](#)

**937.**

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, geometry, greedy  
[shurongwang's solution](#)

**938.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2019-12-20 · last AC: 2020-01-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[shurongwang's solution](#)

**939.**

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings  
[shurongwang's solution](#)

**940.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[shurongwang's solution](#)

**941.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: greedy  
[shurongwang's solution](#)

**942.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[shurongwang's solution](#)

**943.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation  
[shurongwang's solution](#)

**944.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings  
[shurongwang's solution](#)

**945.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-17 · last AC: 2021-04-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings  
[shurongwang's solution](#)

**946.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-02-02 · last AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices  
[shurongwang's solution](#)

**947.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures,

strings

[shurongwang's solution](#)

**948.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[shurongwang's solution](#)

**949.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[shurongwang's solution](#)

**950.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**951.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[shurongwang's solution](#)

**952.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-07-25 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[shurongwang's solution](#)

**953.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-03-08 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[shurongwang's solution](#)

**954.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-27 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[shurongwang's solution](#)

**955.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[shurongwang's solution](#)

**956.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[shurongwang's solution](#)

**957.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2019-07-21 · last AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[shurongwang's solution](#)

**958.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[shurongwang's solution](#)

**959.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-01 · last AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[shurongwang's solution](#)

**960.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[shurongwang's solution](#)

**961.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[shurongwang's solution](#)

**962.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[shurongwang's solution](#)

**963.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[shurongwang's solution](#)

**964.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[shurongwang's solution](#)

**965.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[shurongwang's solution](#)

**966.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[shurongwang's solution](#)

**967.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-03-08 · GNU C++11 (first AC) · Tags: data structures, strings,

trees

[shurongwang's solution](#)

**968.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[shurongwang's solution](#)

**969.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[shurongwang's solution](#)

**970.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2019-08-29 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures

[shurongwang's solution](#)

**971.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[shurongwang's solution](#)

**972.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**973.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[shurongwang's solution](#)

**974.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-04-06 · last AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[shurongwang's solution](#)

**975.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-03 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[shurongwang's solution](#)

**976.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2019-10-15 · last AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[shurongwang's solution](#)

**977.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[shurongwang's solution](#)

**978.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[shurongwang's solution](#)

**979.**

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[shurongwang's solution](#)

**980.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[shurongwang's solution](#)

**981.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[shurongwang's solution](#)

**982.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: dp, fft, math

[shurongwang's solution](#)

**983.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-14 · last AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers

[shurongwang's solution](#)

**984.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-03-13 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[shurongwang's solution](#)

**985.**

730L

[Expression Queries](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 3200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[shurongwang's solution](#)

**986.**

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-15 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: dp

[shurongwang's solution](#)

**987.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[shurongwang's solution](#)

**988.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-05-30 · last AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[shurongwang's solution](#)

**989.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[shurongwang's solution](#)

**990.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-01-20 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[shurongwang's solution](#)

**991.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-03-20 · last AC: 2021-01-01 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[shurongwang's solution](#)

**992.**

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-12-30 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[shurongwang's solution](#)

**993.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, trees

[shurongwang's solution](#)

**994.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shurongwang's solution](#)

**995.**

1098F

[AbOgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[shurongwang's solution](#)

**996.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dp, math

[shurongwang's solution](#)

**997.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2021-03-03 · last AC: 2021-03-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees

[shurongwang's solution](#)

**998.**

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[shurongwang's solution](#)

**999.**

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: —

[shurongwang's solution](#)

**1000.**

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: \*special

[shurongwang's solution](#)

**1001.**

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: —

[shurongwang's solution](#)

**1002.**

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: \*special

[shurongwang's solution](#)

**1003.**

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