

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

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# Unique solved — simpatine

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

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

Filters: none

Count: 461

1.

1823A

[A-characteristic](#) · [Tutorial](#)

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

[simpatine's solution](#)

2.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [flows](#), [graphs](#), [greedy](#), [implementation](#)

[simpatine's solution](#)

3.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,459 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)

[simpatine's solution](#)

4.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [math](#), [number theory](#)

[simpatine's solution](#)

5.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#)

[simpatine's solution](#)

6.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,946 global accepts · Rating: 800 · first AC: 2018-07-04 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [math](#)

[simpatine's solution](#)

7.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#)

[simpatine's solution](#)

8.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

[simpatine's solution](#)

9.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[simpatine's solution](#)

**10.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[simpatine's solution](#)

**11.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[simpatine's solution](#)

**12.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[simpatine's solution](#)

**13.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[simpatine's solution](#)

**14.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[simpatine's solution](#)

**15.**

1594A

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

Quality: 27,120 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[simpatine's solution](#)

**16.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[simpatine's solution](#)

**17.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[simpatine's solution](#)

**18.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[simpatine's solution](#)

**19.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[simpatine's solution](#)

**20.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[simpatine's solution](#)

**21.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[simpatine's solution](#)

**22.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[simpatine's solution](#)

**23.**

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[simpatine's solution](#)

**24.**

1348A

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

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[simpatine's solution](#)

**25.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,146 global accepts · Rating: 800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[simpatine's solution](#)

**26.**

1335A

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

Quality: 104,805 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[simpatine's solution](#)

**27.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[simpatine's solution](#)

**28.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[simpatine's solution](#)

**29.**

1311A

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

Quality: 46,274 global accepts · Rating: 800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[simpatine's solution](#)

**30.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[simpatine's solution](#)

**31.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[simpatine's solution](#)

**32.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[simpatine's solution](#)

**33.**

1296A

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

Quality: 48,346 global accepts · Rating: 800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[simpatine's solution](#)

**34.**

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[simpatine's solution](#)

**35.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,453 global accepts · Rating: 800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[simpatine's solution](#)

**36.**

1186A

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

Quality: 42,462 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**37.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**38.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[simpatine's solution](#)

**39.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,566 global accepts · Rating: 800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**40.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[simpatine's solution](#)

**41.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**42.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · last AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[simpatine's solution](#)

**43.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[simpatine's solution](#)

**44.**

1005A

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

Quality: 27,503 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**45.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[simpatine's solution](#)

**46.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 900 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[simpatine's solution](#)

**47.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[simpatine's solution](#)

**48.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[simpatine's solution](#)

**49.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,487 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[simpatine's solution](#)

**50.**

1582B

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

Quality: 33,368 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[simpatine's solution](#)

**51.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[simpatine's solution](#)

**52.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-12-22 · Java 8 (first AC) · Tags: —  
[simpatine's solution](#)

**53.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[simpatine's solution](#)

**54.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[simpatine's solution](#)

**55.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[simpatine's solution](#)

**56.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[simpatine's solution](#)

**57.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[simpatine's solution](#)

**58.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[simpatine's solution](#)

**59.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[simpatine's solution](#)

**60.**

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings  
[simpatine's solution](#)

**61.**

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**62.**

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[simpatine's solution](#)

**63.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[simpatine's solution](#)

**64.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 900 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[simpatine's solution](#)

**65.**

1005B

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

Quality: 27,388 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[simpatine's solution](#)

**66.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-06 · last AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**67.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[simpatine's solution](#)

**68.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[simpatine's solution](#)

**69.**

1725B

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

Quality: 28,279 global accepts · Rating: 1000 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[simpatine's solution](#)

**70.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[simpatine's solution](#)

**71.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[simpatine's solution](#)

**72.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[simpatine's solution](#)

**73.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[simpatine's solution](#)

**74.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: —  
[simpatine's solution](#)

**75.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[simpatine's solution](#)

**76.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[simpatine's solution](#)

**77.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[simpatine's solution](#)

**78.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[simpatine's solution](#)

**79.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[simpatine's solution](#)

**80.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,475 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[simpatine's solution](#)

**81.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[simpatine's solution](#)

**82.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[simpatine's solution](#)

**83.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[simpatine's solution](#)

**84.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[simpatine's solution](#)

**85.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[simpatine's solution](#)

**86.**

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[simpatine's solution](#)

**87.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[simpatine's solution](#)

**88.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[simpatine's solution](#)

**89.**

1335C

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

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[simpatine's solution](#)

**90.**

1327A

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

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[simpatine's solution](#)

**91.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[simpatine's solution](#)

**92.**

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[simpatine's solution](#)

**93.**

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

[simpatine's solution](#)

**94.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[simpatine's solution](#)

**95.**

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[simpatine's solution](#)

**96.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[simpatine's solution](#)

**97.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[simpatine's solution](#)

**98.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,656 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[simpatine's solution](#)

**99.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[simpatine's solution](#)

**100.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[simpatine's solution](#)

**101.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[simpatine's solution](#)

**102.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[simpatine's solution](#)

**103.**

1343C

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

Quality: 44,077 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[simpatine's solution](#)

**104.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
[simpatine's solution](#)

**105.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
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**106.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings  
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**107.**

1184A1

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

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

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**108.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
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**109.**

492B

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

Quality: 90,201 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings  
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**110.**

2023A

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Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
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**111.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
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**112.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
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**113.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[simpatine's solution](#)

**114.**

1601A

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Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
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**115.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[simpatine's solution](#)

**116.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
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**117.**

1446A

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Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[simpatine's solution](#)

**118.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[simpatine's solution](#)

**119.**

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[simpatine's solution](#)

**120.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[simpatine's solution](#)

**121.**

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[simpatine's solution](#)

**122.**

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[simpatine's solution](#)

**123.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**124.**

1285B

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Quality: 30,835 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[simpatine's solution](#)

**125.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[simpatine's solution](#)

**126.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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**127.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**128.**

1093C

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

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**129.**

1008C

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

Quality: 1300 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[simpatine's solution](#)

**130.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-09 · last AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**131.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**132.**

1773E

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**133.**

1609C

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**134.**

604B

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**135.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

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**136.**

1540A

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**137.**

1468C

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Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: data structures, implementation

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**138.**

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**139.**

1363B

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**140.**

602B

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[simpatine's solution](#)

**141.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
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**142.**

1348B

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Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
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**143.**

1312C

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**144.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

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**145.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

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**146.**

1108D

[Diverse Garland](#) · [Tutorial](#)

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**147.**

492C

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**148.**

1061B

[Views Matter](#) · [Tutorial](#)

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**149.**

1004C

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Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
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**150.**

1814C

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Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**151.**

102348G

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**152.**

1765K

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**153.**

1765N

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**154.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

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**155.**

1738C

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**156.**

1575J

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**157.**

1466D

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Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

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**158.**

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math

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**159.**

1439A1

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**160.**

1385D

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**161.**

1352F

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**162.**

1338A

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**163.**

1326D1

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**164.**

1313C1

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**165.**

1304C

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**166.**

1300C

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**167.**

1296D

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**168.**

1296C

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**169.**

1287B

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**170.**

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**171.**

1081C

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**172.**

1005D

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**173.**

1797C

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**174.**

1801A

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**175.**

1609D

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**176.**

1528A

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**177.**

1567C

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**178.**

1468K

[The Robot](#) · [Tutorial](#)

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**179.**

1458A

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**180.**

1252C

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**181.**

1363C

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**182.**

1349A

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Quality: 21,638 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
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**183.**

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings  
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**184.**

1348C

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**185.**

1342C

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**186.**

1327C

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**187.**

1305C

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[simpatine's solution](#)

**188.**

1291C

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Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math  
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**189.**

1184C1

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**190.**

1184D1

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**191.**

1133F1

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**192.**

1113C

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Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**193.**

2023B

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**194.**

1814B

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**195.**

1810D

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**196.**

102348D

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**197.**

1765D

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**198.**

1586C

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**199.**

1594D

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**200.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[simpatine's solution](#)

**201.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[simpatine's solution](#)

**202.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory  
[simpatine's solution](#)

**203.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[simpatine's solution](#)

**204.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[simpatine's solution](#)

**205.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[simpatine's solution](#)

**206.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[simpatine's solution](#)

**207.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers  
[simpatine's solution](#)

**208.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[simpatine's solution](#)

**209.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math  
[simpatine's solution](#)

**210.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[simpatine's solution](#)

**211.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[simpatine's solution](#)

**212.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[simpatine's solution](#)

**213.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[simpatine's solution](#)

**214.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[simpatine's solution](#)

**215.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[simpatine's solution](#)

**216.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[simpatine's solution](#)

**217.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[simpatine's solution](#)

**218.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[simpatine's solution](#)

**219.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[simpatine's solution](#)

**220.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[simpatine's solution](#)

**221.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[simpatine's solution](#)

**222.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[simpatine's solution](#)

**223.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[simpatine's solution](#)

**224.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[simpatine's solution](#)

**225.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[simpatine's solution](#)

**226.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp  
[simpatine's solution](#)

**227.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math  
[simpatine's solution](#)

**228.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[simpatine's solution](#)

**229.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
[simpatine's solution](#)

**230.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers  
[simpatine's solution](#)

**231.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[simpatine's solution](#)

**232.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[simpatine's solution](#)

**233.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[simpatine's solution](#)

**234.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[simpatine's solution](#)

**235.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[simpatine's solution](#)

**236.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[simpatine's solution](#)

**237.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[simpatine's solution](#)

**238.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[simpatine's solution](#)

**239.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[simpatine's solution](#)

**240.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[simpatine's solution](#)

**241.**

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[simpatine's solution](#)

**242.**

1113D

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

Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[simpatine's solution](#)

**243.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[simpatine's solution](#)

**244.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[simpatine's solution](#)

**245.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[simpatine's solution](#)

**246.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[simpatine's solution](#)

**247.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[simpatine's solution](#)

**248.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[simpatine's solution](#)

**249.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[simpatine's solution](#)

**250.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[simpatine's solution](#)

**251.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[simpatine's solution](#)

**252.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[simpatine's solution](#)

**253.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[simpatine's solution](#)

**254.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[simpatine's solution](#)

**255.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math  
[simpatine's solution](#)

**256.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[simpatine's solution](#)

**257.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[simpatine's solution](#)

**258.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[simpatine's solution](#)

**259.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
[simpatine's solution](#)

**260.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[simpatine's solution](#)

**261.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers  
[simpatine's solution](#)

**262.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[simpatine's solution](#)

**263.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[simpatine's solution](#)

**264.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees  
[simpatine's solution](#)

**265.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[simpatine's solution](#)

**266.**

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
[simpatine's solution](#)

**267.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy  
[simpatine's solution](#)

**268.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-11-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[simpatine's solution](#)

**269.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[simpatine's solution](#)

**270.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[simpatine's solution](#)

**271.**

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[simpatine's solution](#)

**272.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[simpatine's solution](#)

**273.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[simpatine's solution](#)

**274.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[simpatine's solution](#)

**275.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[simpatine's solution](#)

**276.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[simpatine's solution](#)

**277.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[simpatine's solution](#)

**278.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[simpatine's solution](#)

**279.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[simpatine's solution](#)

**280.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[simpatine's solution](#)

**281.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[simpatine's solution](#)

**282.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[simpatine's solution](#)

**283.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[simpatine's solution](#)

**284.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[simpatine's solution](#)

**285.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[simpatine's solution](#)

**286.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[simpatine's solution](#)

**287.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[simpatine's solution](#)

**288.**

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[simpatine's solution](#)

**289.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[simpatine's solution](#)

**290.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[simpatine's solution](#)

**291.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[simpatine's solution](#)

**292.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[simpatine's solution](#)

**293.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[simpatine's solution](#)

**294.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[simpatine's solution](#)

**295.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[simpatine's solution](#)

**296.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[simpatine's solution](#)

**297.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[simpatine's solution](#)

**298.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[simpatine's solution](#)

**299.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[simpatine's solution](#)

**300.**

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[simpatine's solution](#)

**301.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[simpatine's solution](#)

**302.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[simpatine's solution](#)

**303.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[simpatine's solution](#)

**304.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[simpatine's solution](#)

**305.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[simpatine's solution](#)

**306.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[simpatine's solution](#)

**307.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[simpatine's solution](#)

**308.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[simpatine's solution](#)

**309.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[simpatine's solution](#)

**310.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[simpatine's solution](#)

**311.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[simpatine's solution](#)

**312.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[simpatine's solution](#)

**313.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[simpatine's solution](#)

**314.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory  
[simpatine's solution](#)

**315.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[simpatine's solution](#)

**316.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[simpatine's solution](#)

**317.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers  
[simpatine's solution](#)

**318.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees  
[simpatine's solution](#)

**319.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers  
[simpatine's solution](#)

**320.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[simpatine's solution](#)

**321.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[simpatine's solution](#)

**322.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[simpatine's solution](#)

**323.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation  
[simpatine's solution](#)

**324.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[simpatine's solution](#)

**325.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[simpatine's solution](#)

**326.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[simpatine's solution](#)

**327.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[simpatine's solution](#)

**328.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[simpatine's solution](#)

**329.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[simpatine's solution](#)

**330.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees  
[simpatine's solution](#)

**331.**

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers  
[simpatine's solution](#)

**332.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings  
[simpatine's solution](#)

**333.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[simpatine's solution](#)

**334.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[simpatine's solution](#)

**335.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[simpatine's solution](#)

**336.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[simpatine's solution](#)

**337.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory  
[simpatine's solution](#)

**338.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive  
[simpatine's solution](#)

**339.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[simpatine's solution](#)

**340.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[simpatine's solution](#)

**341.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[simpatine's solution](#)

**342.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[simpatine's solution](#)

**343.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[simpatine's solution](#)

**344.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[simpatine's solution](#)

**345.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math  
[simpatine's solution](#)

**346.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees  
[simpatine's solution](#)

**347.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[simpatine's solution](#)

**348.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[simpatine's solution](#)

**349.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory  
[simpatine's solution](#)

**350.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: combinatorics  
[simpatine's solution](#)

**351.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math  
[simpatine's solution](#)

**352.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp  
[simpatine's solution](#)

**353.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, implementation

[simpatine's solution](#)

**354.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[simpatine's solution](#)

**355.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[simpatine's solution](#)

**356.**

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory

[simpatine's solution](#)

**357.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[simpatine's solution](#)

**358.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**359.**

104871I

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

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**360.**

104871G

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

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**361.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**362.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**363.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[simpatine's solution](#)

**364.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[simpatine's solution](#)

**365.**

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[simpatine's solution](#)

**366.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[simpatine's solution](#)

**367.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**368.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**369.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**370.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**371.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**372.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**373.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**374.**

104337H

[Binary Crazyness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**375.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[simpatine's solution](#)

**376.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**377.**

104337M

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**378.**

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**379.**

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**380.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**381.**

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**382.**

101889D

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Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**383.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**384.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**385.**

101889E

[Enigma](#) · [Tutorial](#)

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[simpatine's solution](#)

**386.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

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[simpatine's solution](#)

**387.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

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[simpatine's solution](#)

**388.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**389.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**390.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**391.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**392.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**393.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**394.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**395.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**396.**

103640F

[Fields Division](#) · [Tutorial](#)

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[simpatine's solution](#)

**397.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

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[simpatine's solution](#)

**398.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**399.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**400.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**401.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**402.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**403.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**404.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**405.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**406.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**407.**

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**408.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[simpatine's solution](#)

**409.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**410.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**411.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**412.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**413.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**414.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**415.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**416.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**417.**

102348E

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

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**418.**

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**419.**

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[simpatine's solution](#)

**420.**

102348B

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

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**421.**

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[simpatine's solution](#)

**422.**

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**423.**

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**424.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math  
[simpatine's solution](#)

**425.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees  
[simpatine's solution](#)

**426.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**427.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**428.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**429.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**430.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[simpatine's solution](#)

**431.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**432.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**433.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**434.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**435.**

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**436.**

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**437.**

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**438.**

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**439.**

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**440.**

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**441.**

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[simpatine's solution](#)

**442.**

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**443.**

103430B

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

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**444.**

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**445.**

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**446.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**447.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**448.**

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · Python 3 (first AC) · Tags: —  
[simpatine's solution](#)

**449.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**450.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**451.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**452.**

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[simpatine's solution](#)

**453.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[simpatine's solution](#)

**454.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[simpatine's solution](#)

**455.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**456.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: —  
[simpatine's solution](#)

**457.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[simpatine's solution](#)

**458.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[simpatine's solution](#)

**459.**

101628J

[Jenny and the Batteries](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[simpatine's solution](#)

**460.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[simpatine's solution](#)

**461.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[simpatine's solution](#)