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Unique solved — skittles1412

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

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Count: 1,148

1.

2200B

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2.

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3.

2121B

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4.

2121A

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5.

2074B

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6.

2074A

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7.

2002A

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8.

1991A

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9.

1975A

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10.

1919B

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12.

1930A

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13.

1750B

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1750A

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15.

1746B

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16.

1746A

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20.

1684B

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1684A

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22.

1635B

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24.

1591A

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25.

1604A

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26.

1602A

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27.

1554A

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28.

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29.

1526A

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30.

1529A

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31.

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32.

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1515A

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34.

1517A

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35.

1497A

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36.

1480A

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38.

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41.

1466B

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42.

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43.

1270A

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1457A

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46.

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48.

1462B

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49.

1461A

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50.

1450A

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51.

1453A

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54.

1452C

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55.

1452A

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57.

1447A

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58.

1438A

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1445A

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1443A

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61.

1435A

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62.

1436A

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64.

1433A

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1408A

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70.

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71.

1417A

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72.

1409A

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73.

1325B

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74.

1374A

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75.

1400A

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76.

492A

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77.

520A

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78.

510A

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79.

1307A

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80.

1392B

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81.

1392A

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82.

1398B

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83.

1398A

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84.

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85.

867A

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87.

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88.

1391A

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89.

381A

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90.

172A

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91.

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1399A

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94.

4A

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95.

1388A

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96.

281A

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97.

339A

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98.

1389A

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99.

894A

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100.

110A

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101.

1382A

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102.

1385B

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104.

1343B

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105.

1372A

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106.

344A

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107.

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108.

112A

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Quality: 287,264 global accepts · Rating: 800 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: implementation, strings

[skittles1412's solution](#)

109.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2020-04-30 · last AC: 2020-07-01 · Java 11 (first AC) · Tags: brute force, greedy
[skittles1412's solution](#)

110.

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2020-04-30 · last AC: 2020-07-01 · Java 11 (first AC) · Tags: strings
[skittles1412's solution](#)

111.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,474 global accepts · Rating: 800 · first AC: 2020-06-20 · Java 11 (first AC) · Tags: greedy, implementation, math, number theory
[skittles1412's solution](#)

112.

1368A

[C++](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-19 · Java 11 (first AC) · Tags: brute force, greedy, implementation, math
[skittles1412's solution](#)

113.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,189 global accepts · Rating: 800 · first AC: 2020-05-26 · Java 11 (first AC) · Tags: greedy, math
[skittles1412's solution](#)

114.

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2020-05-09 · Java 11 (first AC) · Tags: implementation, math
[skittles1412's solution](#)

115.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · Java 11 (first AC) · Tags: math
[skittles1412's solution](#)

116.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2020-05-02 · Java 11 (first AC) · Tags: implementation, strings
[skittles1412's solution](#)

117.

791A

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

Quality: 257,225 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-05-01 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

118.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2020-05-01 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

119.

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

120.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2020-05-01 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

121.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2020-04-30 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

122.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2020-04-30 · Java 11 (first AC) · Tags: *special, implementation

[skittles1412's solution](#)

123.

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2020-04-30 · last AC: 2020-04-30 · Java 11 (first AC) · Tags: implementation, strings

[skittles1412's solution](#)

124.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,715 global accepts · Rating: 900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[skittles1412's solution](#)

125.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[skittles1412's solution](#)

126.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[skittles1412's solution](#)

127.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[skittles1412's solution](#)

128.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[skittles1412's solution](#)

129.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[skittles1412's solution](#)

130.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-08 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[skittles1412's solution](#)

131.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

132.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: brute force, greedy, math

[skittles1412's solution](#)

133.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: dp, greedy, implementation, strings

[skittles1412's solution](#)

134.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2020-11-19 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

135.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-09 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

136.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

137.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[skittles1412's solution](#)

138.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-16 · Java 11 (first AC) · Tags: math, sortings

[skittles1412's solution](#)

139.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math

[skittles1412's solution](#)

140.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

141.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: brute force, dp, implementation, math

[skittles1412's solution](#)

142.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: math, sortings

[skittles1412's solution](#)

143.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: games, greedy, implementation

[skittles1412's solution](#)

144.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: greedy, implementation, math

[skittles1412's solution](#)

145.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · Java 11 (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

146.

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-08-21 · Java 11 (first AC) · Tags: greedy, implementation, math

[skittles1412's solution](#)

147.

299B

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

Quality: 6,440 global accepts · Rating: 900 · first AC: 2020-08-12 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

148.

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2020-08-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[skittles1412's solution](#)

149.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

150.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: brute force, implementation, math

[skittles1412's solution](#)

151.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[skittles1412's solution](#)

152.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: brute force, math

[skittles1412's solution](#)

153.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, implementation, math, sortings

[skittles1412's solution](#)

154.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[skittles1412's solution](#)

155.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, math, sortings

[skittles1412's solution](#)

156.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2020-07-12 · Java 11 (first AC) · Tags: brute force, data structures

[skittles1412's solution](#)

157.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2020-07-06 · Java 11 (first AC) · Tags: games

[skittles1412's solution](#)

158.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,392 global accepts · Rating: 900 · first AC: 2020-05-02 · Java 11 (first AC) · Tags: greedy

[skittles1412's solution](#)

159.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[skittles1412's solution](#)

160.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[skittles1412's solution](#)

161.

1876A

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

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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162.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,229 global accepts · Rating: 1000 · first AC: 2020-04-30 · last AC: 2024-04-26 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

163.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[skittles1412's solution](#)

164.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[skittles1412's solution](#)

165.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[skittles1412's solution](#)

166.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[skittles1412's solution](#)

167.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[skittles1412's solution](#)

168.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[skittles1412's solution](#)

169.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[skittles1412's solution](#)

170.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[skittles1412's solution](#)

171.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[skittles1412's solution](#)

172.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,333 global accepts · Rating: 1000 · first AC: 2021-01-19 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[skittles1412's solution](#)

173.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: brute force, math, number theory, strings

[skittles1412's solution](#)

174.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: dp, greedy

[skittles1412's solution](#)

175.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[skittles1412's solution](#)

176.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · Java 11 (first AC) · Tags: brute force, math, number theory

[skittles1412's solution](#)

177.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: brute force, geometry, greedy

[skittles1412's solution](#)

178.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 1000 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

179.

1438B

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

Quality: 29,073 global accepts · Rating: 1000 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[skittles1412's solution](#)

180.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[skittles1412's solution](#)

181.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[skittles1412's solution](#)

182.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,850 global accepts · Rating: 1000 · first AC: 2020-09-14 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

183.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-08-30 · Java 11 (first AC) · Tags: greedy, strings

[skittles1412's solution](#)

184.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-08-29 · Java 11 (first AC) · Tags: greedy, implementation, sortings
[skittles1412's solution](#)

185.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2020-08-29 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

186.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2020-08-20 · Java 11 (first AC) · Tags: math
[skittles1412's solution](#)

187.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · Java 11 (first AC) · Tags: brute force, math
[skittles1412's solution](#)

188.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1000 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: brute force, dfs and similar, graphs
[skittles1412's solution](#)

189.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

190.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,801 global accepts · Rating: 1000 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: brute force, number theory
[skittles1412's solution](#)

191.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2020-08-08 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

192.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2020-08-06 · Java 11 (first AC) · Tags: sortings
[skittles1412's solution](#)

193.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · Java 11 (first AC) · Tags: greedy, math
[skittles1412's solution](#)

194.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-07-29 · Java 11 (first AC) · Tags: implementation, sortings
[skittles1412's solution](#)

195.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2020-07-23 · Java 11 (first AC) · Tags: dp, greedy, math

[skittles1412's solution](#)

196.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

197.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

198.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[skittles1412's solution](#)

199.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: constructive algorithms, sortings

[skittles1412's solution](#)

200.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-06 · Java 11 (first AC) · Tags: greedy, implementation, math

[skittles1412's solution](#)

201.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

202.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2020-04-30 · Java 11 (first AC) · Tags: implementation, strings

[skittles1412's solution](#)

203.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[skittles1412's solution](#)

204.

1800C2

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

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[skittles1412's solution](#)

205.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[skittles1412's solution](#)

206.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[skittles1412's solution](#)

207.

1692D

[The Clock](#) · Tutorial

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

208.

1509B

[TMT Document](#) · Tutorial

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[skittles1412's solution](#)

209.

1722D

[Line](#) · Tutorial

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

210.

1631B

[Fun with Even Subarrays](#) · Tutorial

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[skittles1412's solution](#)

211.

1609B

[William the Vigilant](#) · Tutorial

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

[skittles1412's solution](#)

212.

1610B

[Kalindrome Array](#) · Tutorial

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[skittles1412's solution](#)

213.

1604B

[XOR Specia-LIS-t](#) · Tutorial

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[skittles1412's solution](#)

214.

1602B

[Divine Array](#) · Tutorial

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[skittles1412's solution](#)

215.

1523B

[Lord of the Values](#) · Tutorial

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[skittles1412's solution](#)

216.

1529B

[Sifid and Strange Subsequences](#) · Tutorial

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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217.

869A

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Quality: 9,796 global accepts · Rating: 1100 · first AC: 2021-05-01 · Node.js (first AC) · Tags: brute force, implementation
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218.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2021-01-04 · Java 11 (first AC) · Tags: dp, graphs
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219.

1457B

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Rating: 1100 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: brute force, greedy
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220.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: binary search, math
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221.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · Java 11 (first AC) · Tags: constructive algorithms, games, math
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222.

1435B

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Rating: 1100 · first AC: 2020-10-26 · Java 11 (first AC) · Tags: constructive algorithms, implementation
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223.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2020-10-19 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

224.

1421B

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Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[skittles1412's solution](#)

225.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: brute force, data structures, greedy, strings
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226.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · Java 11 (first AC) · Tags: binary search, constructive algorithms, math
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227.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: greedy, math, sortings
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228.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: greedy, implementation, math
[skittles1412's solution](#)

229.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: implementation, math
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230.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: constructive algorithms, math
[skittles1412's solution](#)

231.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-04 · Java 11 (first AC) · Tags: brute force, greedy, math
[skittles1412's solution](#)

232.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2020-08-29 · Java 11 (first AC) · Tags: greedy, math
[skittles1412's solution](#)

233.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

234.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2020-08-14 · Java 11 (first AC) · Tags: graphs, math, shortest paths
[skittles1412's solution](#)

235.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · Java 11 (first AC) · Tags: constructive algorithms
[skittles1412's solution](#)

236.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2020-08-12 · Java 11 (first AC) · Tags: brute force, math, number theory
[skittles1412's solution](#)

237.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: implementation, math
[skittles1412's solution](#)

238.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: brute force, constructive algorithms
[skittles1412's solution](#)

239.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: brute force

[skittles1412's solution](#)

240.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2020-08-08 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

241.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2020-08-06 · Java 11 (first AC) · Tags: brute force

[skittles1412's solution](#)

242.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force, implementation, number theory

[skittles1412's solution](#)

243.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · Java 11 (first AC) · Tags: dp, games

[skittles1412's solution](#)

244.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: brute force, math

[skittles1412's solution](#)

245.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[skittles1412's solution](#)

246.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2020-07-19 · Java 11 (first AC) · Tags: constructive algorithms, strings

[skittles1412's solution](#)

247.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2020-07-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[skittles1412's solution](#)

248.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

249.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

250.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory
[skittles1412's solution](#)

251.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: games, greedy, implementation
[skittles1412's solution](#)

252.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · Java 11 (first AC) · Tags: binary search, brute force, dp, math
[skittles1412's solution](#)

253.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[skittles1412's solution](#)

254.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[skittles1412's solution](#)

255.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[skittles1412's solution](#)

256.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[skittles1412's solution](#)

257.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[skittles1412's solution](#)

258.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[skittles1412's solution](#)

259.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[skittles1412's solution](#)

260.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[skittles1412's solution](#)

261.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[skittles1412's solution](#)

262.

903C

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Quality: 22,637 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[skittles1412's solution](#)

263.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[skittles1412's solution](#)

264.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[skittles1412's solution](#)

265.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[skittles1412's solution](#)

266.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[skittles1412's solution](#)

267.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[skittles1412's solution](#)

268.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,357 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

269.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · Java 11 (first AC) · Tags: dp, implementation, math
[skittles1412's solution](#)

270.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · Java 11 (first AC) · Tags: dp, games, greedy, sortings
[skittles1412's solution](#)

271.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-12-29 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

272.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[skittles1412's solution](#)

273.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · Java 11 (first AC) · Tags: constructive algorithms, math
[skittles1412's solution](#)

274.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-20 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar
[skittles1412's solution](#)

275.

569B

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Quality: 7,508 global accepts · Rating: 1200 · first AC: 2020-10-19 · Java 11 (first AC) · Tags: greedy, math
[skittles1412's solution](#)

276.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: graphs, implementation
[skittles1412's solution](#)

277.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: constructive algorithms, sortings
[skittles1412's solution](#)

278.

1420B

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Quality: 35,812 global accepts · Rating: 1200 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: bitmasks, math
[skittles1412's solution](#)

279.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[skittles1412's solution](#)

280.

1082A

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Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: implementation, math
[skittles1412's solution](#)

281.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
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282.

344B

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Quality: 9,591 global accepts · Rating: 1200 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: brute force, graphs, math
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283.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · Java 11 (first AC) · Tags: brute force, math, number theory
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284.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-08-29 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[skittles1412's solution](#)

285.

1076A

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Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-08-20 · Java 11 (first AC) · Tags: greedy, strings
[skittles1412's solution](#)

286.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · Java 11 (first AC) · Tags: greedy, implementation
[skittles1412's solution](#)

287.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2020-08-12 · Java 11 (first AC) · Tags: implementation, math
[skittles1412's solution](#)

288.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2020-08-11 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[skittles1412's solution](#)

289.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: implementation, sortings
[skittles1412's solution](#)

290.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: binary search, implementation, math, sortings
[skittles1412's solution](#)

291.

262B

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

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2020-08-08 · Java 11 (first AC) · Tags: greedy
[skittles1412's solution](#)

292.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · Java 11 (first AC) · Tags: brute force, greedy, two pointers
[skittles1412's solution](#)

293.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-08-03 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

294.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2020-07-29 · Java 11 (first AC) · Tags: binary search, greedy, sortings
[skittles1412's solution](#)

295.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-07-27 · Java 11 (first AC) · Tags: brute force, math
[skittles1412's solution](#)

296.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · Java 11 (first AC) · Tags: constructive algorithms, greedy, strings
[skittles1412's solution](#)

297.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force
[skittles1412's solution](#)

298.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force, implementation
[skittles1412's solution](#)

299.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: binary search, brute force, implementation
[skittles1412's solution](#)

300.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · Java 11 (first AC) · Tags: greedy
[skittles1412's solution](#)

301.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: implementation, sortings
[skittles1412's solution](#)

302.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: dp, greedy, two pointers
[skittles1412's solution](#)

303.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: dp, greedy, sortings
[skittles1412's solution](#)

304.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[skittles1412's solution](#)

305.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

306.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · Java 11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[skittles1412's solution](#)

307.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · Java 11 (first AC) · Tags: brute force, implementation, math

[skittles1412's solution](#)

308.

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-09 · Java 11 (first AC) · Tags: binary search, math

[skittles1412's solution](#)

309.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · Java 11 (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

310.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,785 global accepts · Rating: 1300 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

311.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,206 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[skittles1412's solution](#)

312.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

313.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[skittles1412's solution](#)

314.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[skittles1412's solution](#)

315.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[skittles1412's solution](#)

316.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[skittles1412's solution](#)

317.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[skittles1412's solution](#)

318.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[skittles1412's solution](#)

319.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[skittles1412's solution](#)

320.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[skittles1412's solution](#)

321.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[skittles1412's solution](#)

322.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[skittles1412's solution](#)

323.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-01-05 · Java 11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[skittles1412's solution](#)

324.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy, strings

[skittles1412's solution](#)

325.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: binary search, brute force, implementation

[skittles1412's solution](#)

326.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings
[skittles1412's solution](#)

327.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · Java 11 (first AC) · Tags: dp, greedy, math, sortings
[skittles1412's solution](#)

328.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · Java 11 (first AC) · Tags: combinatorics, math
[skittles1412's solution](#)

329.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · Java 11 (first AC) · Tags: greedy, implementation, math
[skittles1412's solution](#)

330.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

331.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy
[skittles1412's solution](#)

332.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · Java 11 (first AC) · Tags: greedy, sortings
[skittles1412's solution](#)

333.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: binary search, brute force
[skittles1412's solution](#)

334.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory
[skittles1412's solution](#)

335.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-08-31 · Java 11 (first AC) · Tags: graphs
[skittles1412's solution](#)

336.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2020-08-22 · Java 11 (first AC) · Tags: math, number theory
[skittles1412's solution](#)

337.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[skittles1412's solution](#)

338.

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2020-08-20 · Java 11 (first AC) · Tags: greedy, number theory

[skittles1412's solution](#)

339.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2020-08-20 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

340.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-08-18 · Java 11 (first AC) · Tags: geometry, greedy, math

[skittles1412's solution](#)

341.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[skittles1412's solution](#)

342.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2020-07-29 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

343.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2020-07-27 · Java 11 (first AC) · Tags: implementation, strings

[skittles1412's solution](#)

344.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

345.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: graphs, implementation, math

[skittles1412's solution](#)

346.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,107 global accepts · Rating: 1300 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force

[skittles1412's solution](#)

347.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · Java 11 (first AC) · Tags: constructive algorithms, data structures, strings

[skittles1412's solution](#)

348.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

349.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

350.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2020-07-20 · Java 11 (first AC) · Tags: brute force

[skittles1412's solution](#)

351.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-07-17 · Java 11 (first AC) · Tags: constructive algorithms, number theory

[skittles1412's solution](#)

352.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[skittles1412's solution](#)

353.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

354.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-07-11 · Java 11 (first AC) · Tags: greedy, math, number theory

[skittles1412's solution](#)

355.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-06 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

356.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-07-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

357.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: greedy, implementation, math

[skittles1412's solution](#)

358.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,180 global accepts · Rating: 1300 · first AC: 2020-06-13 · Java 11 (first AC) · Tags: greedy, two pointers

[skittles1412's solution](#)

359.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[skittles1412's solution](#)

360.

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

361.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[skittles1412's solution](#)

362.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[skittles1412's solution](#)

363.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[skittles1412's solution](#)

364.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[skittles1412's solution](#)

365.

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[skittles1412's solution](#)

366.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

367.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[skittles1412's solution](#)

368.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[skittles1412's solution](#)

369.

1750C

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

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

[skittles1412's solution](#)

370.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[skittles1412's solution](#)

371.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[skittles1412's solution](#)

372.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[skittles1412's solution](#)

373.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[skittles1412's solution](#)

374.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[skittles1412's solution](#)

375.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[skittles1412's solution](#)

376.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[skittles1412's solution](#)

377.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-25 · last AC: 2021-03-25 · Java 11 (first AC) · Tags: binary search, data structures, greedy

[skittles1412's solution](#)

378.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2021-01-03 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[skittles1412's solution](#)

379.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-12-29 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math
[skittles1412's solution](#)

380.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: data structures, implementation
[skittles1412's solution](#)

381.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[skittles1412's solution](#)

382.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: greedy, math, number theory
[skittles1412's solution](#)

383.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · Java 11 (first AC) · Tags: brute force, dp, implementation
[skittles1412's solution](#)

384.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[skittles1412's solution](#)

385.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-03 · Java 11 (first AC) · Tags: brute force, dp, implementation
[skittles1412's solution](#)

386.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[skittles1412's solution](#)

387.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings
[skittles1412's solution](#)

388.

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2020-11-06 · Java 11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[skittles1412's solution](#)

389.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-03 · Java 11 (first AC) · Tags: binary search, greedy, sortings
[skittles1412's solution](#)

390.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: interactive

[skittles1412's solution](#)

391.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · Java 11 (first AC) · Tags: constructive algorithms, strings

[skittles1412's solution](#)

392.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-16 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[skittles1412's solution](#)

393.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

394.

1183D

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

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

395.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: data structures, dsu, implementation

[skittles1412's solution](#)

396.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[skittles1412's solution](#)

397.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: brute force, combinatorics, implementation

[skittles1412's solution](#)

398.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: greedy, implementation

[skittles1412's solution](#)

399.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-08-31 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

400.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2020-08-20 · Java 11 (first AC) · Tags: *special, implementation

[skittles1412's solution](#)

401.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: implementation, math, matrices

[skittles1412's solution](#)

402.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[skittles1412's solution](#)

403.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[skittles1412's solution](#)

404.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2020-08-06 · Java 11 (first AC) · Tags: greedy, implementation

[skittles1412's solution](#)

405.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-08-06 · Java 11 (first AC) · Tags: brute force, math

[skittles1412's solution](#)

406.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2020-08-03 · Java 11 (first AC) · Tags: greedy, implementation

[skittles1412's solution](#)

407.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[skittles1412's solution](#)

408.

112C

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

Rating: 1400 · first AC: 2020-07-19 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

409.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

410.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

411.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-07-13 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math

[skittles1412's solution](#)

412.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[skittles1412's solution](#)

413.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · Java 11 (first AC) · Tags: greedy
[skittles1412's solution](#)

414.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy
[skittles1412's solution](#)

415.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · Java 11 (first AC) · Tags: games, math, number theory
[skittles1412's solution](#)

416.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[skittles1412's solution](#)

417.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,125 global accepts · Rating: 1400 · first AC: 2020-05-31 · Java 11 (first AC) · Tags: implementation, strings
[skittles1412's solution](#)

418.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[skittles1412's solution](#)

419.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,067 global accepts · Rating: 1500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
[skittles1412's solution](#)

420.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[skittles1412's solution](#)

421.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings
[skittles1412's solution](#)

422.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[skittles1412's solution](#)

423.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[skittles1412's solution](#)

424.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[skittles1412's solution](#)

425.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[skittles1412's solution](#)

426.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[skittles1412's solution](#)

427.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: constructive algorithms, math

[skittles1412's solution](#)

428.

1466D

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429.

1462E1

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430.

1461C

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431.

1439A1

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432.

1444A

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433.

1436C

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434.

771B

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435.

1408C

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436.

1416A

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437.

1338A

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438.

1313C1

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439.

1419D2

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440.

1419C

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441.

1418C

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1332C

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443.

165B

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444.

1404A

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445.

1409D

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446.

245D

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447.

159D

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448.

555A

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1400C

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166E

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451.

991D

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452.

742B

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453.

584B

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454.

356A

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455.

978F

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456.

527C

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457.

264B

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458.

1391C

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459.

149C

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460.

1399D

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461.

1208B

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462.

1389C

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463.

861B

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464.

877B

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465.

724B

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466.

892C

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467.

148B

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468.

1178D

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469.

1385D

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1372C

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471.

1368C

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1368B

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473.

1352F

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474.

1352E

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475.

2074E

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476.

1899F

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477.

1349A

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478.

1748C

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479.

1722E

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480.

1677A

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481.

1615C

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1610C

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484.

1603B

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number theory

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1523C

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486.

1526C2

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487.

1528A

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488.

1527C

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489.

1503A

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490.

1497C2

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491.

1294D

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1469C

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1437D

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1461D

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495.

1455D

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496.

1452D

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1025B

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605A

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1121C

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501.

607A

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502.

1407C

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503.

1198B

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504.

678C

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505.

768B

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1396A

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507.

235A

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508.

346A

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250C

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511.

1395C

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512.

407B

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513.

237C

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514.

375B

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515.

1045I

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516.

197A

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[skittles1412's solution](#)

517.

1348C

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518.

1389B

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519.

32D

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520.

817C

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521.

55B

[Smallest number](#) · [Tutorial](#)

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522.

753B

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[skittles1412's solution](#)

523.

725C

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524.

46C

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525.

879C

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526.

125C

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[skittles1412's solution](#)

527.

916C

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528.

858D

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529.

597B

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[skittles1412's solution](#)

530.

1344A

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[skittles1412's solution](#)

531.

1373D

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532.

1371D

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533.

1364C

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[skittles1412's solution](#)

534.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · Java 11 (first AC) · Tags: games, trees
[skittles1412's solution](#)

535.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · Java 11 (first AC) · Tags: constructive algorithms
[skittles1412's solution](#)

536.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · Java 8 (first AC) · Tags: math, sortings
[skittles1412's solution](#)

537.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[skittles1412's solution](#)

538.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[skittles1412's solution](#)

539.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[skittles1412's solution](#)

540.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[skittles1412's solution](#)

541.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[skittles1412's solution](#)

542.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[skittles1412's solution](#)

543.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[skittles1412's solution](#)

544.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[skittles1412's solution](#)

545.

1677B

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

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

[skittles1412's solution](#)

546.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[skittles1412's solution](#)

547.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[skittles1412's solution](#)

548.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[skittles1412's solution](#)

549.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[skittles1412's solution](#)

550.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[skittles1412's solution](#)

551.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[skittles1412's solution](#)

552.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory
[skittles1412's solution](#)

553.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · Java 11 (first AC) · Tags: binary search, interactive, ternary search
[skittles1412's solution](#)

554.

1474C

[Array Destruction](#) · [Tutorial](#)

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[skittles1412's solution](#)

555.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: data structures, dp, implementation, strings
[skittles1412's solution](#)

556.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · Java 11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[skittles1412's solution](#)

557.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[skittles1412's solution](#)

558.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: combinatorics, math, probabilities
[skittles1412's solution](#)

559.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[skittles1412's solution](#)

560.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-18 · Java 11 (first AC) · Tags: games, geometry, math
[skittles1412's solution](#)

561.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[skittles1412's solution](#)

562.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-12-05 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[skittles1412's solution](#)

563.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · Java 11 (first AC) · Tags: greedy, implementation
[skittles1412's solution](#)

564.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-11-10 · Java 11 (first AC) · Tags: data structures, greedy, sortings
[skittles1412's solution](#)

565.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2020-10-15 · Java 11 (first AC) · Tags: dfs and similar, graphs
[skittles1412's solution](#)

566.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2020-10-14 · Java 11 (first AC) · Tags: binary search, sortings, ternary search, two pointers
[skittles1412's solution](#)

567.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1700 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[skittles1412's solution](#)

568.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · Java 11 (first AC) · Tags: combinatorics, dp, math

[skittles1412's solution](#)

569.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: binary search, data structures, dp

[skittles1412's solution](#)

570.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-09-22 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[skittles1412's solution](#)

571.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-09-21 · Java 11 (first AC) · Tags: greedy, math, number theory

[skittles1412's solution](#)

572.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[skittles1412's solution](#)

573.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[skittles1412's solution](#)

574.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[skittles1412's solution](#)

575.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math

[skittles1412's solution](#)

576.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-09-05 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[skittles1412's solution](#)

577.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-28 · Java 11 (first AC) · Tags: brute force, greedy, math

[skittles1412's solution](#)

578.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2020-08-19 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[skittles1412's solution](#)

579.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · Java 11 (first AC) · Tags: dp, greedy

[skittles1412's solution](#)

580.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-08-14 · Java 11 (first AC) · Tags: combinatorics, dp, math

[skittles1412's solution](#)

581.

1102E

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

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2020-08-14 · Java 11 (first AC) · Tags: combinatorics, sortings

[skittles1412's solution](#)

582.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2020-08-13 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

583.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2020-08-11 · Java 11 (first AC) · Tags: brute force, implementation

[skittles1412's solution](#)

584.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-08-10 · Java 11 (first AC) · Tags: greedy, math

[skittles1412's solution](#)

585.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[skittles1412's solution](#)

586.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-08-08 · Java 11 (first AC) · Tags: constructive algorithms

[skittles1412's solution](#)

587.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2020-08-03 · Java 11 (first AC) · Tags: greedy, implementation

[skittles1412's solution](#)

588.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2020-08-01 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

589.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2020-07-31 · Java 11 (first AC) · Tags: data structures

[skittles1412's solution](#)

590.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2020-07-27 · Java 11 (first AC) · Tags: implementation

[skittles1412's solution](#)

591.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-07-26 · Java 11 (first AC) · Tags: data structures, implementation

[skittles1412's solution](#)

592.

1384C

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

Rating: 1700 · first AC: 2020-07-24 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[skittles1412's solution](#)

593.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · Java 11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[skittles1412's solution](#)

594.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[skittles1412's solution](#)

595.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[skittles1412's solution](#)

596.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[skittles1412's solution](#)

597.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-05-06 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[skittles1412's solution](#)

598.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2020-05-04 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[skittles1412's solution](#)

599.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[skittles1412's solution](#)

600.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[skittles1412's solution](#)

601.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[skittles1412's solution](#)

602.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[skittles1412's solution](#)

603.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[skittles1412's solution](#)

604.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[skittles1412's solution](#)

605.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[skittles1412's solution](#)

606.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[skittles1412's solution](#)

607.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[skittles1412's solution](#)

608.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[skittles1412's solution](#)

609.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[skittles1412's solution](#)

610.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[skittles1412's solution](#)

611.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[skittles1412's solution](#)

612.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[skittles1412's solution](#)

613.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[skittles1412's solution](#)

614.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2021-01-30 · Java 11 (first AC) · Tags: dfs and similar, dp, trees
[skittles1412's solution](#)

615.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, brute force, math
[skittles1412's solution](#)

616.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: implementation
[skittles1412's solution](#)

617.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[skittles1412's solution](#)

618.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: binary search, data structures, greedy
[skittles1412's solution](#)

619.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[skittles1412's solution](#)

620.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: dp, strings

[skittles1412's solution](#)

621.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[skittles1412's solution](#)

622.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[skittles1412's solution](#)

623.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy

[skittles1412's solution](#)

624.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-10-16 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[skittles1412's solution](#)

625.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-12 · Java 11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[skittles1412's solution](#)

626.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: greedy

[skittles1412's solution](#)

627.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-10-10 · Java 11 (first AC) · Tags: combinatorics, dp, math

[skittles1412's solution](#)

628.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2020-10-04 · last AC: 2020-10-04 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[skittles1412's solution](#)

629.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-10-03 · Java 11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[skittles1412's solution](#)

630.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar,

greedy, math, trees

[skittles1412's solution](#)

631.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: geometry, number theory

[skittles1412's solution](#)

632.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: combinatorics, data structures, sortings

[skittles1412's solution](#)

633.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[skittles1412's solution](#)

634.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-09-22 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[skittles1412's solution](#)

635.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-09-22 · Java 11 (first AC) · Tags: brute force, data structures, dp, two pointers

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636.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-09-21 · Java 11 (first AC) · Tags: greedy, implementation

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637.

983B

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Quality: 6,308 global accepts · Rating: 1800 · first AC: 2020-09-18 · Java 11 (first AC) · Tags: dp

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638.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-17 · Java 11 (first AC) · Tags: binary search, dp, sortings, two pointers

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639.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: number theory

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640.

54B

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641.

1396B

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642.

1401D

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643.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-08-18 · Java 11 (first AC) · Tags: data structures, implementation, sortings

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644.

1398D

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645.

1394A

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646.

1077E

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647.

641C

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648.

1213G

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Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-08-03 · last AC: 2020-08-03 · Java 11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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649.

1010C

[Border](#) · [Tutorial](#)

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650.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2020-08-03 · Java 11 (first AC) · Tags: greedy, sortings

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651.

252B

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652.

433C

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653.

1388C

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654.

1290B

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655.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[skittles1412's solution](#)

656.

846B

[Math Show · Tutorial](#)

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657.

813B

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658.

1382D

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Rating: 1800 · first AC: 2020-07-21 · Java 11 (first AC) · Tags: dp

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659.

141C

[Queue · Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2020-07-19 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings

[skittles1412's solution](#)

660.

1187C

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[skittles1412's solution](#)

661.

1180D

[Tolik and His Uncle · Tutorial](#)

Rating: 1800 · first AC: 2020-07-18 · Java 11 (first AC) · Tags: constructive algorithms

[skittles1412's solution](#)

662.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1800 · first AC: 2020-07-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[skittles1412's solution](#)

663.

2200F

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Quality: 2,891 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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664.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[skittles1412's solution](#)

665.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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666.

1991E

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[skittles1412's solution](#)

667.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[skittles1412's solution](#)

668.

1922D

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Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[skittles1412's solution](#)

669.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[skittles1412's solution](#)

670.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[skittles1412's solution](#)

671.

1891D

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Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
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672.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[skittles1412's solution](#)

673.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[skittles1412's solution](#)

674.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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675.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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676.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

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677.

1175D

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Quality: 7,066 global accepts · Rating: 1900 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

678.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[skittles1412's solution](#)

679.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[skittles1412's solution](#)

680.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

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681.

757C

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strings

[skittles1412's solution](#)

682.

476D

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Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

683.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[skittles1412's solution](#)

684.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
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685.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · Java 11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
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686.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math, sortings
[skittles1412's solution](#)

687.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[skittles1412's solution](#)

688.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-12-05 · Java 11 (first AC) · Tags: greedy, implementation, math, sortings
[skittles1412's solution](#)

689.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[skittles1412's solution](#)

690.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[skittles1412's solution](#)

691.

505C

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pointers

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692.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-11-11 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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693.

1444B

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Quality: 6,775 global accepts · Rating: 1900 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: combinatorics, math, sortings

[skittles1412's solution](#)

694.

1430E

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695.

1435C

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Rating: 1900 · first AC: 2020-10-26 · Java 11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

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696.

1436D

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697.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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698.

1358D

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699.

1367E

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700.

1353E

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[skittles1412's solution](#)

701.

1311F

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702.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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703.

1313C2

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704.

1305D

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705.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-09-22 · Java 11 (first AC) · Tags: dfs and similar, graphs, trees

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706.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-09-21 · Java 11 (first AC) · Tags: binary search, combinatorics, dp, strings

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707.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-09-21 · Java 11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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708.

1205B

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Quality: 7,452 global accepts · Rating: 1900 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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709.

1000D

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Quality: 5,044 global accepts · Rating: 1900 · first AC: 2020-09-18 · Java 11 (first AC) · Tags: combinatorics, dp

[skittles1412's solution](#)

710.

1119E

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711.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: bitmasks, greedy

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712.

1307D

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[skittles1412's solution](#)

713.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: dfs and similar, dp, games, trees

[skittles1412's solution](#)

714.

1285D

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Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-09-05 · Java 11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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715.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-28 · last AC: 2020-08-28 · Java 11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[skittles1412's solution](#)

716.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-08-06 · Java 11 (first AC) · Tags: dp, graphs, greedy, math, trees

[skittles1412's solution](#)

717.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[skittles1412's solution](#)

718.

1384D

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Rating: 1900 · first AC: 2020-07-24 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, games, math

[skittles1412's solution](#)

719.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-07-24 · Java 11 (first AC) · Tags: dp, sortings

[skittles1412's solution](#)

720.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-07-18 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[skittles1412's solution](#)

721.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[skittles1412's solution](#)

722.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · last AC: 2020-07-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms

[skittles1412's solution](#)

723.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-07-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

724.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: brute force, constructive algorithms, sortings

[skittles1412's solution](#)

725.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[skittles1412's solution](#)

726.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[skittles1412's solution](#)

727.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[skittles1412's solution](#)

728.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[skittles1412's solution](#)

729.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[skittles1412's solution](#)

730.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-16 · last AC: 2024-10-30 · Java 11 (first AC) · Tags: dp

[skittles1412's solution](#)

731.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[skittles1412's solution](#)

732.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[skittles1412's solution](#)

733.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[skittles1412's solution](#)

734.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[skittles1412's solution](#)

735.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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736.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

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737.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

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738.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

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739.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2020-11-30 · Java 11 (first AC) · Tags: dfs and similar, dp, trees

[skittles1412's solution](#)

740.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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741.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-11-16 · Java 11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

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742.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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743.

1426F

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Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-02 · last AC: 2020-11-02 · Java 11 (first AC) · Tags: combinatorics, dp, strings
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744.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-10-29 · Java 11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
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745.

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-10-14 · Java 11 (first AC) · Tags: ternary search
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746.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-10-13 · Java 11 (first AC) · Tags: combinatorics, math, number theory
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747.

758D

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Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
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748.

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
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749.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-10-03 · Java 11 (first AC) · Tags: binary search, bitmasks, dp
[skittles1412's solution](#)

750.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-10-01 · Java 11 (first AC) · Tags: dp, greedy, sortings
[skittles1412's solution](#)

751.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-09-30 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
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752.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-09-29 · last AC: 2020-09-29 · Java 11 (first AC) · Tags: data structures, dp, greedy
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753.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-09-29 · Java 11 (first AC) · Tags: constructive algorithms, sortings, strings
[skittles1412's solution](#)

754.

453B

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Quality: 5,401 global accepts · Rating: 2000 · first AC: 2020-09-29 · Java 11 (first AC) · Tags: bitmasks, brute force, dp
[skittles1412's solution](#)

755.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[skittles1412's solution](#)

756.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-27 · Java 11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
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757.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: dp, greedy, math
[skittles1412's solution](#)

758.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, trees
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759.

1316D

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-09-23 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
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760.

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-09-22 · last AC: 2020-09-22 · Java 11 (first AC) · Tags: brute force, data structures, sortings
[skittles1412's solution](#)

761.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-09-21 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[skittles1412's solution](#)

762.

1183G

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Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: greedy, implementation, sortings
[skittles1412's solution](#)

763.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: dp, greedy, sortings

[skittles1412's solution](#)

764.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: dp

[skittles1412's solution](#)

765.

1248D1

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Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-09-09 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[skittles1412's solution](#)

766.

514C

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Quality: 8,157 global accepts · Rating: 2000 · first AC: 2020-09-09 · Java 11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[skittles1412's solution](#)

767.

540C

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Quality: 8,235 global accepts · Rating: 2000 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: dfs and similar

[skittles1412's solution](#)

768.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

769.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: brute force, math, number theory

[skittles1412's solution](#)

770.

2B

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Quality: 12,948 global accepts · Rating: 2000 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: dp, math

[skittles1412's solution](#)

771.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: data structures, schedules

[skittles1412's solution](#)

772.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-09-07 · Java 11 (first AC) · Tags: binary search, brute force, geometry, math

[skittles1412's solution](#)

773.

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-09-07 · Java 11 (first AC) · Tags: data structures, dp, implementation, two pointers

[skittles1412's solution](#)

774.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[skittles1412's solution](#)

775.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: brute force, math

[skittles1412's solution](#)

776.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-08-19 · Java 11 (first AC) · Tags: games, greedy, sortings

[skittles1412's solution](#)

777.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-17 · Java 11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[skittles1412's solution](#)

778.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[skittles1412's solution](#)

779.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-07-31 · Java 11 (first AC) · Tags: dfs and similar, dp

[skittles1412's solution](#)

780.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2020-07-31 · Java 11 (first AC) · Tags: hashing, strings

[skittles1412's solution](#)

781.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · Java 11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[skittles1412's solution](#)

782.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[skittles1412's solution](#)

783.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-18 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[skittles1412's solution](#)

784.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[skittles1412's solution](#)

785.

1366D

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Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-07-05 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[skittles1412's solution](#)

786.

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-06-20 · Java 11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[skittles1412's solution](#)

787.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[skittles1412's solution](#)

788.

2135D1

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Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[skittles1412's solution](#)

789.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

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790.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[skittles1412's solution](#)

791.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-04-26 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[skittles1412's solution](#)

792.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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793.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

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794.

1684E

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795.

1312E

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[skittles1412's solution](#)

796.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

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797.

1216F

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Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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798.

540E

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[skittles1412's solution](#)

799.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[skittles1412's solution](#)

800.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[skittles1412's solution](#)

801.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-01-30 · last AC: 2021-01-30 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[skittles1412's solution](#)

802.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: greedy

[skittles1412's solution](#)

803.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · Java 11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[skittles1412's solution](#)

804.

1472G

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
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805.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
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806.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2020-12-29 · Java 11 (first AC) · Tags: dfs and similar, dp, trees
[skittles1412's solution](#)

807.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: bitmasks, dp, games
[skittles1412's solution](#)

808.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · Java 11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[skittles1412's solution](#)

809.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: constructive algorithms, math
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810.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-11-16 · Java 11 (first AC) · Tags: dp, implementation, sortings
[skittles1412's solution](#)

811.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-11-16 · Java 11 (first AC) · Tags: combinatorics, dp
[skittles1412's solution](#)

812.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[skittles1412's solution](#)

813.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-11-14 · Java 11 (first AC) · Tags: brute force, math, sortings
[skittles1412's solution](#)

814.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · Java 11 (first AC) · Tags: brute force, graphs, shortest paths

[skittles1412's solution](#)

815.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · Java 11 (first AC) · Tags: dp

[skittles1412's solution](#)

816.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-10-19 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[skittles1412's solution](#)

817.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-10-15 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[skittles1412's solution](#)

818.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2020-10-14 · Java 11 (first AC) · Tags: binary search, interactive, probabilities

[skittles1412's solution](#)

819.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[skittles1412's solution](#)

820.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-10-04 · last AC: 2020-10-04 · Java 11 (first AC) · Tags: data structures, dsu, graphs, trees

[skittles1412's solution](#)

821.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-10-01 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[skittles1412's solution](#)

822.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-09-28 · Java 11 (first AC) · Tags: dp, sortings, trees

[skittles1412's solution](#)

823.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · Java 11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[skittles1412's solution](#)

824.

1265E

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Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-09-24 · Java 11 (first AC) · Tags: data structures, dp, math, probabilities

[skittles1412's solution](#)

825.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-09-22 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[skittles1412's solution](#)

826.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-09-20 · last AC: 2020-09-20 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[skittles1412's solution](#)

827.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[skittles1412's solution](#)

828.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[skittles1412's solution](#)

829.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · Java 11 (first AC) · Tags: data structures, implementation

[skittles1412's solution](#)

830.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: dp, greedy, sortings

[skittles1412's solution](#)

831.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[skittles1412's solution](#)

832.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[skittles1412's solution](#)

833.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: binary search, math, sortings, two pointers

[skittles1412's solution](#)

834.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: binary search, data structures, hashing, sortings

[skittles1412's solution](#)

835.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-29 · Java 11 (first AC) · Tags: *special, dp, greedy, trees

[skittles1412's solution](#)

836.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-19 · Java 11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[skittles1412's solution](#)

837.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-08-18 · Java 11 (first AC) · Tags: brute force, implementation, trees

[skittles1412's solution](#)

838.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-08-09 · Java 11 (first AC) · Tags: brute force, dp, number theory

[skittles1412's solution](#)

839.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-05 · Java 11 (first AC) · Tags: brute force, greedy, implementation, math

[skittles1412's solution](#)

840.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[skittles1412's solution](#)

841.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-07-28 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[skittles1412's solution](#)

842.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[skittles1412's solution](#)

843.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-12 · Java 11 (first AC) · Tags: brute force, dp, games, greedy

[skittles1412's solution](#)

844.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[skittles1412's solution](#)

845.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: constructive algorithms, implementation, sortings
[skittles1412's solution](#)

846.

1363D

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

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-01 · Java 11 (first AC) · Tags: binary search, implementation, interactive, math
[skittles1412's solution](#)

847.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
[skittles1412's solution](#)

848.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[skittles1412's solution](#)

849.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[skittles1412's solution](#)

850.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[skittles1412's solution](#)

851.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[skittles1412's solution](#)

852.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp
[skittles1412's solution](#)

853.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[skittles1412's solution](#)

854.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[skittles1412's solution](#)

855.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[skittles1412's solution](#)

856.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[skittles1412's solution](#)

857.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[skittles1412's solution](#)

858.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[skittles1412's solution](#)

859.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[skittles1412's solution](#)

860.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[skittles1412's solution](#)

861.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[skittles1412's solution](#)

862.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[skittles1412's solution](#)

863.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[skittles1412's solution](#)

864.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[skittles1412's solution](#)

865.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[skittles1412's solution](#)

866.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2021-02-24 · Java 11 (first AC) · Tags: data structures, divide and conquer, greedy

[skittles1412's solution](#)

867.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-02-23 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[skittles1412's solution](#)

868.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-02-23 · Java 11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[skittles1412's solution](#)

869.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-02-23 · Java 11 (first AC) · Tags: binary search, geometry, ternary search

[skittles1412's solution](#)

870.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-02-05 · Java 11 (first AC) · Tags: data structures, greedy, trees

[skittles1412's solution](#)

871.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · Java 11 (first AC) · Tags: data structures, dp, greedy, math

[skittles1412's solution](#)

872.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-24 · Java 11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[skittles1412's solution](#)

873.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: binary search, dp, greedy, sortings

[skittles1412's solution](#)

874.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[skittles1412's solution](#)

875.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[skittles1412's solution](#)

876.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-11-14 · Java 11 (first AC) · Tags: combinatorics, dp, math, number theory

[skittles1412's solution](#)

877.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math

[skittles1412's solution](#)

878.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-11-09 · Java 11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[skittles1412's solution](#)

879.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-10-30 · Java 11 (first AC) · Tags: data structures, dp, graphs

[skittles1412's solution](#)

880.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[skittles1412's solution](#)

881.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-10-15 · Java 11 (first AC) · Tags: brute force, dp

[skittles1412's solution](#)

882.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-10-12 · Java 11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[skittles1412's solution](#)

883.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-10-04 · Java 11 (first AC) · Tags: constructive algorithms, greedy, trees

[skittles1412's solution](#)

884.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: dp

[skittles1412's solution](#)

885.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: bitmasks, dp

[skittles1412's solution](#)

886.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-09-29 · Java 11 (first AC) · Tags: bitmasks, dp, math, probabilities
[skittles1412's solution](#)

887.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: bitmasks, dp
[skittles1412's solution](#)

888.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[skittles1412's solution](#)

889.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-09-24 · Java 11 (first AC) · Tags: dp, strings, two pointers
[skittles1412's solution](#)

890.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings
[skittles1412's solution](#)

891.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: bitmasks, dp, geometry
[skittles1412's solution](#)

892.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees
[skittles1412's solution](#)

893.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2020-09-15 · Java 11 (first AC) · Tags: binary search, brute force, interactive
[skittles1412's solution](#)

894.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-09-15 · Java 11 (first AC) · Tags: data structures, dp, greedy, sortings
[skittles1412's solution](#)

895.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
[skittles1412's solution](#)

896.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[skittles1412's solution](#)

897.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-09-07 · Java 11 (first AC) · Tags: data structures, divide and conquer
[skittles1412's solution](#)

898.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-19 · Java 11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
[skittles1412's solution](#)

899.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · Java 11 (first AC) · Tags: math, number theory
[skittles1412's solution](#)

900.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2020-07-22 · Java 11 (first AC) · Tags: brute force
[skittles1412's solution](#)

901.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: binary search, data structures, sortings
[skittles1412's solution](#)

902.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[skittles1412's solution](#)

903.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[skittles1412's solution](#)

904.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[skittles1412's solution](#)

905.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[skittles1412's solution](#)

906.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[skittles1412's solution](#)

907.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[skittles1412's solution](#)

908.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[skittles1412's solution](#)

909.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[skittles1412's solution](#)

910.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[skittles1412's solution](#)

911.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[skittles1412's solution](#)

912.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[skittles1412's solution](#)

913.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[skittles1412's solution](#)

914.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

[skittles1412's solution](#)

915.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[skittles1412's solution](#)

916.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[skittles1412's solution](#)

917.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, sortings

[skittles1412's solution](#)

918.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[skittles1412's solution](#)

919.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[skittles1412's solution](#)

920.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-02-07 · Java 11 (first AC) · Tags: data structures, dp, greedy

[skittles1412's solution](#)

921.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2021-01-19 · Java 11 (first AC) · Tags: brute force, data structures, dp

[skittles1412's solution](#)

922.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2021-01-15 · Java 11 (first AC) · Tags: graphs, implementation

[skittles1412's solution](#)

923.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: math, number theory, probabilities

[skittles1412's solution](#)

924.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-01-14 · Java 11 (first AC) · Tags: dp, greedy

[skittles1412's solution](#)

925.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-01-05 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[skittles1412's solution](#)

926.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2021-01-05 · Java 11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[skittles1412's solution](#)

927.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-01-03 · last AC: 2021-01-04 · Java 11 (first AC) · Tags: data structures, probabilities
[skittles1412's solution](#)

928.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-01-01 · Java 11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[skittles1412's solution](#)

929.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 2300 · first AC: 2020-12-31 · Java 11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[skittles1412's solution](#)

930.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[skittles1412's solution](#)

931.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-19 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[skittles1412's solution](#)

932.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: constructive algorithms, math
[skittles1412's solution](#)

933.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · Java 11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[skittles1412's solution](#)

934.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-12-03 · Java 11 (first AC) · Tags: dp, trees
[skittles1412's solution](#)

935.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-10-31 · last AC: 2020-10-31 · Java 11 (first AC) · Tags: data structures, dp, graphs, sortings
[skittles1412's solution](#)

936.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-15 · last AC: 2020-10-15 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[skittles1412's solution](#)

937.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · Java 11 (first AC) · Tags: graphs, shortest paths, sortings
[skittles1412's solution](#)

938.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: constructive algorithms, divide and conquer
[skittles1412's solution](#)

939.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2020-09-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings
[skittles1412's solution](#)

940.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-07-24 · Java 11 (first AC) · Tags: dp
[skittles1412's solution](#)

941.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-19 · Java 11 (first AC) · Tags: data structures, greedy, implementation, trees
[skittles1412's solution](#)

942.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[skittles1412's solution](#)

943.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[skittles1412's solution](#)

944.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math
[skittles1412's solution](#)

945.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[skittles1412's solution](#)

946.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[skittles1412's solution](#)

947.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[skittles1412's solution](#)

948.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[skittles1412's solution](#)

949.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[skittles1412's solution](#)

950.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[skittles1412's solution](#)

951.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[skittles1412's solution](#)

952.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[skittles1412's solution](#)

953.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[skittles1412's solution](#)

954.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[skittles1412's solution](#)

955.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[skittles1412's solution](#)

956.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-05-13 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[skittles1412's solution](#)

957.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-05-01 · last AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

greedy, sortings, two pointers

[skittles1412's solution](#)

958.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-02-10 · Java 11 (first AC) · Tags: binary search, constructive algorithms, interactive

[skittles1412's solution](#)

959.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-02-07 · Java 11 (first AC) · Tags: binary search, data structures, greedy

[skittles1412's solution](#)

960.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-02-06 · Java 11 (first AC) · Tags: data structures, dsu, graphs, hashing

[skittles1412's solution](#)

961.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-02-06 · Java 11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[skittles1412's solution](#)

962.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2021-02-01 · Java 11 (first AC) · Tags: dp, trees, two pointers

[skittles1412's solution](#)

963.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-01-31 · Java 11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[skittles1412's solution](#)

964.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-01-31 · Java 11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[skittles1412's solution](#)

965.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-01-30 · Java 11 (first AC) · Tags: data structures, divide and conquer, trees

[skittles1412's solution](#)

966.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-01-30 · Java 11 (first AC) · Tags: data structures, probabilities

[skittles1412's solution](#)

967.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-01-30 · Java 11 (first AC) · Tags: math

[skittles1412's solution](#)

968.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2021-01-29 · Java 11 (first AC) · Tags: hashing, number theory
[skittles1412's solution](#)

969.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2021-01-25 · Java 11 (first AC) · Tags: binary search, geometry
[skittles1412's solution](#)

970.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-01-23 · Java 11 (first AC) · Tags: constructive algorithms, interactive, number theory
[skittles1412's solution](#)

971.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-01-23 · Java 11 (first AC) · Tags: implementation, interactive
[skittles1412's solution](#)

972.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-01-23 · Java 11 (first AC) · Tags: strings
[skittles1412's solution](#)

973.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2021-01-22 · Java 11 (first AC) · Tags: constructive algorithms, implementation, math
[skittles1412's solution](#)

974.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[skittles1412's solution](#)

975.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2021-01-20 · last AC: 2021-01-20 · Java 11 (first AC) · Tags: math
[skittles1412's solution](#)

976.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · last AC: 2021-01-14 · Java 11 (first AC) · Tags: graphs, shortest paths
[skittles1412's solution](#)

977.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-12-31 · last AC: 2020-12-31 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[skittles1412's solution](#)

978.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-12-31 · Java 11 (first AC) · Tags: combinatorics, math

[skittles1412's solution](#)

979.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[skittles1412's solution](#)

980.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-27 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[skittles1412's solution](#)

981.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · Java 11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[skittles1412's solution](#)

982.

815C

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

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2020-11-30 · Java 11 (first AC) · Tags: brute force, dp, trees

[skittles1412's solution](#)

983.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-11-11 · Java 11 (first AC) · Tags: dp

[skittles1412's solution](#)

984.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · Java 11 (first AC) · Tags: brute force, math, two pointers

[skittles1412's solution](#)

985.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[skittles1412's solution](#)

986.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-10-25 · Java 11 (first AC) · Tags: binary search, combinatorics, probabilities

[skittles1412's solution](#)

987.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-25 · Java 11 (first AC) · Tags: binary search, data structures, two pointers

[skittles1412's solution](#)

988.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-10-19 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[skittles1412's solution](#)

989.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-19 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[skittles1412's solution](#)

990.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-10-18 · Java 11 (first AC) · Tags: data structures, dp, geometry
[skittles1412's solution](#)

991.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · Java 11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[skittles1412's solution](#)

992.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · Java 11 (first AC) · Tags: data structures, geometry, implementation, sortings
[skittles1412's solution](#)

993.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-07-16 · Java 11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[skittles1412's solution](#)

994.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[skittles1412's solution](#)

995.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[skittles1412's solution](#)

996.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[skittles1412's solution](#)

997.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[skittles1412's solution](#)

998.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[skittles1412's solution](#)

999.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math

[skittles1412's solution](#)

1000.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[skittles1412's solution](#)

1001.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[skittles1412's solution](#)

1002.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[skittles1412's solution](#)

1003.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[skittles1412's solution](#)

1004.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[skittles1412's solution](#)

1005.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skittles1412's solution](#)

1006.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[skittles1412's solution](#)

1007.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[skittles1412's solution](#)

1008.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[skittles1412's solution](#)

1009.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory
[skittles1412's solution](#)

1010.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[skittles1412's solution](#)

1011.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms
[skittles1412's solution](#)

1012.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: games, two pointers
[skittles1412's solution](#)

1013.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-12-18 · Java 11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[skittles1412's solution](#)

1014.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
[skittles1412's solution](#)

1015.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-09 · Java 11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[skittles1412's solution](#)

1016.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · last AC: 2020-08-15 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[skittles1412's solution](#)

1017.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2020-07-23 · Java 11 (first AC) · Tags: brute force, constructive algorithms, interactive
[skittles1412's solution](#)

1018.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees
[skittles1412's solution](#)

1019.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[skittles1412's solution](#)**1020.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[skittles1412's solution](#)**1021.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[skittles1412's solution](#)**1022.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[skittles1412's solution](#)**1023.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[skittles1412's solution](#)**1024.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[skittles1412's solution](#)**1025.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[skittles1412's solution](#)**1026.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[skittles1412's solution](#)**1027.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[skittles1412's solution](#)**1028.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: data structures, greedy

[skittles1412's solution](#)

1029.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-11 · Java 11 (first AC) · Tags: bitmasks, divide and conquer, dp

[skittles1412's solution](#)

1030.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-28 · last AC: 2020-09-28 · Java 11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[skittles1412's solution](#)

1031.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: interactive, math, number theory

[skittles1412's solution](#)

1032.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, games, interactive, math

[skittles1412's solution](#)

1033.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[skittles1412's solution](#)

1034.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[skittles1412's solution](#)

1035.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[skittles1412's solution](#)

1036.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[skittles1412's solution](#)

1037.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-23 · last AC: 2020-12-23 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy

[skittles1412's solution](#)

1038.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[skittles1412's solution](#)

1039.

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience! · Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[skittles1412's solution](#)

1040.

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[skittles1412's solution](#)

1041.

1827D

[Two Centroids · Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[skittles1412's solution](#)

1042.

1919F2

[Wine Factory \(Hard Version\) · Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[skittles1412's solution](#)

1043.

1746F

[Kazaee · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[skittles1412's solution](#)

1044.

1615F

[LEGOnary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[skittles1412's solution](#)

1045.

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[skittles1412's solution](#)

1046.

757F

[Team Rocket Rises Again · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[skittles1412's solution](#)

1047.

1965D

[Missing Subarray Sum · Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[skittles1412's solution](#)

1048.

1835D

[Doctor's Brown Hypothesis · Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[skittles1412's solution](#)

1049.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · last AC: 2020-09-20 · Java 11 (first AC) · Tags: dp, greedy, two pointers
[skittles1412's solution](#)

1050.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees
[skittles1412's solution](#)

1051.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[skittles1412's solution](#)

1052.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[skittles1412's solution](#)

1053.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[skittles1412's solution](#)

1054.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[skittles1412's solution](#)

1055.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[skittles1412's solution](#)

1056.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[skittles1412's solution](#)

1057.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[skittles1412's solution](#)

1058.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[skittles1412's solution](#)

1059.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[skittles1412's solution](#)

1060.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[skittles1412's solution](#)

1061.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[skittles1412's solution](#)

1062.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[skittles1412's solution](#)

1063.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[skittles1412's solution](#)

1064.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[skittles1412's solution](#)

1065.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[skittles1412's solution](#)

1066.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[skittles1412's solution](#)

1067.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[skittles1412's solution](#)

1068.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[skittles1412's solution](#)

1069.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[skittles1412's solution](#)

1070.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[skittles1412's solution](#)

1071.

100651H

[Translations](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[skittles1412's solution](#)

1072.

104064B

[Boredom Buster](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1073.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1074.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1075.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1076.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1077.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1078.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1079.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1080.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1081.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1082.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1083.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1084.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1085.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1086.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1087.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1088.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1089.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1090.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1091.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1092.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1093.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1094.

103149D

[Double Move](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1095.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1096.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1097.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1098.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1099.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1100.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1101.

103677H

[Alexander the Grape](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1102.

102992G

[Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1103.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1104.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1105.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1106.

102992H

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

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1107.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1108.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1109.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1110.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1111.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy
[skittles1412's solution](#)

1112.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[skittles1412's solution](#)

1113.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing
[skittles1412's solution](#)

1114.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[skittles1412's solution](#)

1115.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[skittles1412's solution](#)

1116.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[skittles1412's solution](#)

1117.

undefined196

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

Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1118.

undefined142

[Keyword](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[skittles1412's solution](#)

1119.

undefined153

[Playing with matches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: *special
[skittles1412's solution](#)

1120.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2021-02-24 · Java 11 (first AC) · Tags: greedy
[skittles1412's solution](#)

1121.

102824D

[The Duplicator](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1122.

102859L

[Gemstones](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1123.

102620L

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1124.

102620K

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1125.

102620J

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1126.

102620I

[Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1127.

102646E

[Maximizing SCCs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1128.

102646D

[Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1129.

102646C

[Song Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1130.

102646B

[Combining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1131.

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1132.

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —
[skittles1412's solution](#)

1133.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-09-10 · Java 11 (first AC) · Tags: *special, brute force, dp, strings
[skittles1412's solution](#)

1134.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-09-10 · Java 11 (first AC) · Tags: *special, implementation
[skittles1412's solution](#)

1135.

1331C

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Quality: 3,213 global accepts · Rating: — · first AC: 2020-09-10 · Java 11 (first AC) · Tags: *special, bitmasks

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