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Unique solved — stntn

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- 2.**
2117A
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- 3.**
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1895A
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- 6.**
1891A
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- 7.**
1890B
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- 8.**
1890A
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1886A
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10.

1882A

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11.

1879A

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12.

1870A

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13.

1867A

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1861A

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15.

1864A

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16.

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17.

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18.

1858A

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19.

1856A

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20.

1849A

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21.

1853A

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22.

1845A

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23.

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24.

1834A

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25.

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26.

1840A

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27.

1838A

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28.

1839A

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29.

1837A

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30.

1832A

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31.

1825A

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32.

1823A

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33.

1797A

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34.

1821A

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35.

1814A

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36.

1805B

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37.

1805A

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38.

1798A

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39.

1809A

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40.

1806A

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41.

1804A

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42.

1794A

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43.

1796A

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44.

1789B

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45.

1789A

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46.

1795A

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47.

1788A

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48.

1786A2

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49.

1786A1

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50.

1778A

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51.

1787A

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52.

1780A

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53.

1792A

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54.

1777A

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55.

1782A

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56.

1775A1

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57.

1783A

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58.

1768A

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59.

1779A

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60.

1731A

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61.

1763A

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62.

1774A

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63.

1767B

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64.

1767A

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65.

1762A

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66.

1748A

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67.

1750B

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68.

1750A

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69.

1747A

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70.

1740B

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71.

1740A

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72.

1754B

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73.

1754A

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74.

1746B

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75.

1746A

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76.

1739A

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77.

1734B

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78.

1734A

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79.

1733A

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80.

1749A

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81.

1743B

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82.

1743A

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83.

1735A

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84.

1738A

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85.

1728B

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86.

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87.

1717A

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88.

1896B

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89.

1875A

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90.

1879B

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91.

1869A

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Quality: 40,056 global accepts · Rating: 900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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92.

1848A

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93.

1860A

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94.

1856B

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95.

1845B

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96.

1837B

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97.

1823B

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98.

1808A

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99.

1806B

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100.

1794B

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101.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[stntn's solution](#)

102.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[stntn's solution](#)

103.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[stntn's solution](#)

104.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[stntn's solution](#)

105.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[stntn's solution](#)

106.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[stntn's solution](#)

107.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[stntn's solution](#)

108.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[stntn's solution](#)

109.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[stntn's solution](#)

110.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[stntn's solution](#)

111.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-10 · last AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[stntn's solution](#)

112.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[stntn's solution](#)

113.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[stntn's solution](#)

114.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers
[stntn's solution](#)

115.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[stntn's solution](#)

116.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[stntn's solution](#)

117.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[stntn's solution](#)

118.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[stntn's solution](#)

119.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[stntn's solution](#)

120.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[stntn's solution](#)

121.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[stntn's solution](#)

122.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[stntn's solution](#)

123.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[stntn's solution](#)

124.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[stntn's solution](#)

125.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[stntn's solution](#)

126.

1786C

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

Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[stntn's solution](#)

127.

1782B

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

Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[stntn's solution](#)

128.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[stntn's solution](#)

129.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[stntn's solution](#)

130.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[stntn's solution](#)

131.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[stntn's solution](#)

132.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[stntn's solution](#)

133.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[stntn's solution](#)

134.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[stntn's solution](#)

135.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[stntn's solution](#)

136.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[stntn's solution](#)

137.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[stntn's solution](#)

138.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[stntn's solution](#)

139.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[stntn's solution](#)

140.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[stntn's solution](#)

141.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[stntn's solution](#)

142.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[stntn's solution](#)

143.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[stntn's solution](#)

144.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,493 global accepts · Rating: 1100 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[stntn's solution](#)

145.

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[stntn's solution](#)

146.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[stntn's solution](#)

147.

1821B

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

Quality: 28,332 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[stntn's solution](#)

148.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[stntn's solution](#)

149.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[stntn's solution](#)

150.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[stntn's solution](#)

151.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[stntn's solution](#)

152.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[stntn's solution](#)

153.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[stntn's solution](#)

154.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-01 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[stntn's solution](#)

155.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[stntn's solution](#)

156.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-10 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[stntn's solution](#)

157.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[stntn's solution](#)

158.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[stntn's solution](#)

159.

1875B

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

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

[stntn's solution](#)

160.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[stntn's solution](#)

161.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[stntn's solution](#)

162.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[stntn's solution](#)

163.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[stntn's solution](#)

164.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[stntn's solution](#)

165.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings
[stntn's solution](#)

166.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,395 global accepts · Rating: 1200 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[stntn's solution](#)

167.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[stntn's solution](#)

168.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[stntn's solution](#)

169.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[stntn's solution](#)

170.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[stntn's solution](#)

171.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[stntn's solution](#)

172.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[stntn's solution](#)

173.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[stntn's solution](#)

174.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[stntn's solution](#)

175.

1890C

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

Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[stntn's solution](#)

176.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[stntn's solution](#)

177.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[stntn's solution](#)

178.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[stntn's solution](#)

179.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[stntn's solution](#)

180.

1869C

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

Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[stntn's solution](#)

181.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[stntn's solution](#)

182.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[stntn's solution](#)

183.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[stntn's solution](#)

184.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[stntn's solution](#)

185.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[stntn's solution](#)

186.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[stntn's solution](#)

187.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[stntn's solution](#)

188.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[stntn's solution](#)

189.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[stntn's solution](#)

190.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two

pointers

[stntn's solution](#)

191.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[stntn's solution](#)

192.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[stntn's solution](#)

193.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[stntn's solution](#)

194.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[stntn's solution](#)

195.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[stntn's solution](#)

196.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[stntn's solution](#)

197.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[stntn's solution](#)

198.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[stntn's solution](#)

199.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[stntn's solution](#)

200.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[stntn's solution](#)

201.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-11 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

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202.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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203.

2111D

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Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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204.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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205.

1895C

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

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206.

1887A1

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Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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207.

1875C

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Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

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208.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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209.

1844D

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Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

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210.

1847C

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Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

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211.

1860C

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212.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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213.

1845C

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Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
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214.

1840D

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Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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215.

1838C

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Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[stntn's solution](#)

216.

1830A

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Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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217.

1837D

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Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[stntn's solution](#)

218.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[stntn's solution](#)

219.

1805C

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Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
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220.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
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221.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[stntn's solution](#)

222.

1748B

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Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[stntn's solution](#)

223.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[stntn's solution](#)

224.

1740C

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225.

1733D1

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226.

1749C

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227.

1735C

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228.

1728C

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229.

1738C

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230.

1891C

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231.

1882C

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232.

1858B

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[stntn's solution](#)

233.

1842C

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234.

1817A

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[stntn's solution](#)

235.

1814C

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236.

1809C

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237.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
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238.

1789C

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Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
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239.

1795C

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Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
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240.

1792C

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241.

743C

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Quality: 13,403 global accepts · Rating: 1500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[stntn's solution](#)

242.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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243.

1767D

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[stntn's solution](#)

244.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[stntn's solution](#)

245.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[stntn's solution](#)

246.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-01 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[stntn's solution](#)

247.

763A

[Timofey and a tree](#) · [Tutorial](#)

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248.

1520F1

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249.

1234D

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250.

1886C

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251.

1875D

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Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

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252.

1861C

[Queries for the Array](#) · [Tutorial](#)

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253.

1856C

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254.

1849C

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255.

1797C

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256.

1798D

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[stntn's solution](#)

257.

1806C

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[stntn's solution](#)

258.

1796C

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Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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259.

1795D

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260.

1778C

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261.

1787C

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262.

372A

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263.

1782C

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Rating: 1600 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
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264.

1775C

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Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
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265.

1779C

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266.

1774D

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267.

1748C

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268.

1754D

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269.

453A

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270.

131D

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271.

1608C

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272.

1027D

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273.

1916D

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274.

1896D

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275.

1890D

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276.

1879D

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[stntn's solution](#)

277.

1869D1

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

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[stntn's solution](#)

278.

1864D

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279.

1849D

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280.

1835A

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[stntn's solution](#)

281.

1826D

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282.

1814B

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283.

1810D

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Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[stntn's solution](#)

284.

1798C

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[stntn's solution](#)

285.

1799C

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286.

1792D

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287.

1777C

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288.

1783C

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289.

1779D

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290.

1770C

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291.

1731C

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292.

1731D

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293.

1735D

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294.

1312D

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295.

185B

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296.

1286B

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297.

1870D

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298.

1867D

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1861D

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1848C

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1856E1

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1853C

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305.

1845D

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1841C

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1825D1

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1805D

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1801B

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1793D

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1775D

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315.

1768D

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1740E

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1734D

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1728D

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7C

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220B

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324.

2111E

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25D

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6E

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327.

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9D

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329.

14E

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45C

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14D

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63D

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[stntn's solution](#)

333.

69D

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177E2

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335.

1702G1

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336.

1276B

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1774E

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338.

37C

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[stntn's solution](#)

339.

1208D

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340.

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1891D

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342.

1887B

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[stntn's solution](#)

343.

1887A2

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344.

1882D

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345.

1847D

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346.

118C

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347.

1854A2

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348.

1842D

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1834D

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1817B

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351.

1801C

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352.

1823D

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353.

1819B

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354.

1797D

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355.

1821D

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356.

1808C

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357.

1794D

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358.

1799D1

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359.

1784B

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360.

1786D

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361.

1787D

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362.

476D

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363.

1153D

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364.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
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365.

1746D

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366.

1739D

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367.

1749D

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368.

1738D

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369.

16E

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370.

1717D

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371.

55C

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372.

739B

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373.

437D

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Quality: 3,667 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

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374.

409F

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375.

656A

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376.

27E

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377.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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378.

1726D

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379.

877E

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[stntn's solution](#)

380.

383C

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381.

1674G

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Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[stntn's solution](#)

382.

1894E

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

Rating: 2000 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[stntn's solution](#)

383.

1891F

[A Growing Tree](#) · [Tutorial](#)

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384.

1890E1

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Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

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385.

1867E1

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Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

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386.

1841D

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387.

1830B

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388.

1827B1

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[stntn's solution](#)

389.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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390.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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391.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[stntn's solution](#)

392.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-18 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[stntn's solution](#)

393.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[stntn's solution](#)

394.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[stntn's solution](#)

395.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[stntn's solution](#)

396.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[stntn's solution](#)

397.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[stntn's solution](#)

398.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[stntn's solution](#)

399.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[stntn's solution](#)

400.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[stntn's solution](#)

401.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[stntn's solution](#)

402.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[stntn's solution](#)

403.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[stntn's solution](#)

404.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[stntn's solution](#)

405.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[stntn's solution](#)

406.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[stntn's solution](#)

407.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[stntn's solution](#)

408.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[stntn's solution](#)

409.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[stntn's solution](#)

410.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[stntn's solution](#)

411.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[stntn's solution](#)

412.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[stntn's solution](#)

413.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[stntn's solution](#)

414.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[stntn's solution](#)

415.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[stntn's solution](#)

416.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[stntn's solution](#)

417.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[stntn's solution](#)

418.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math

[stntn's solution](#)

419.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[stntn's solution](#)

420.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[stntn's solution](#)

421.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[stntn's solution](#)

422.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[stntn's solution](#)

423.

1869D2

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

Rating: 2100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[stntn's solution](#)

424.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[stntn's solution](#)

425.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[stntn's solution](#)

426.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[stntn's solution](#)

427.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[stntn's solution](#)

428.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-12 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[stntn's solution](#)

429.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[stntn's solution](#)

430.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[stntn's solution](#)

431.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-26 · last AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[stntn's solution](#)

432.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[stntn's solution](#)

433.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-02-03 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[stntn's solution](#)

434.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-07 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[stntn's solution](#)

435.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[stntn's solution](#)

436.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[stntn's solution](#)

437.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[stntn's solution](#)

438.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[stntn's solution](#)

439.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[stntn's solution](#)

440.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[stntn's solution](#)

441.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[stntn's solution](#)

442.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[stntn's solution](#)

443.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[stntn's solution](#)

444.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[stntn's solution](#)

445.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[stntn's solution](#)

446.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[stntn's solution](#)

447.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[stntn's solution](#)

448.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[stntn's solution](#)

449.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[stntn's solution](#)

450.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[stntn's solution](#)

451.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[stntn's solution](#)

452.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[stntn's solution](#)

453.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[stntn's solution](#)

454.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[stntn's solution](#)

455.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: flows
[stntn's solution](#)

456.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[stntn's solution](#)

457.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[stntn's solution](#)

458.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[stntn's solution](#)

459.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[stntn's solution](#)

460.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[stntn's solution](#)

461.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[stntn's solution](#)

462.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[stntn's solution](#)

463.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[stntn's solution](#)

464.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-02 · last AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[stntn's solution](#)

465.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-28 · last AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[stntn's solution](#)

466.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[stntn's solution](#)

467.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-20 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[stntn's solution](#)

468.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[stntn's solution](#)

469.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[stntn's solution](#)

470.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[stntn's solution](#)

471.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[stntn's solution](#)

472.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-18 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[stntn's solution](#)

473.

1786E

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

Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[stntn's solution](#)

474.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[stntn's solution](#)

475.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-23 · last AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[stntn's solution](#)

476.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-23 · last AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[stntn's solution](#)

477.

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[stntn's solution](#)

478.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[stntn's solution](#)

479.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[stntn's solution](#)

480.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[stntn's solution](#)

481.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[stntn's solution](#)

482.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[stntn's solution](#)

483.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[stntn's solution](#)

484.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[stntn's solution](#)

485.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[stntn's solution](#)

486.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[stntn's solution](#)

487.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[stntn's solution](#)

488.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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489.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[stntn's solution](#)

490.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[stntn's solution](#)

491.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[stntn's solution](#)

492.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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493.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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494.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
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495.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[stntn's solution](#)

496.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
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497.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[stntn's solution](#)

498.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[stntn's solution](#)

499.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[stntn's solution](#)

500.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
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501.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[stntn's solution](#)

502.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[stntn's solution](#)

503.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[stntn's solution](#)

504.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[stntn's solution](#)

505.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[stntn's solution](#)

506.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[stntn's solution](#)

507.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[stntn's solution](#)

508.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[stntn's solution](#)

509.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[stntn's solution](#)

510.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[stntn's solution](#)

511.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[stntn's solution](#)

512.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[stntn's solution](#)

513.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, geometry, greedy, implementation, math

[stntn's solution](#)

514.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[stntn's solution](#)

515.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[stntn's solution](#)

516.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[stntn's solution](#)

517.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[stntn's solution](#)

518.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[stntn's solution](#)

519.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[stntn's solution](#)

520.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[stntn's solution](#)

521.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[stntn's solution](#)

522.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

523.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[stntn's solution](#)

524.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[stntn's solution](#)

525.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[stntn's solution](#)

526.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[stntn's solution](#)

527.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[stntn's solution](#)

528.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[stntn's solution](#)

529.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[stntn's solution](#)

530.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[stntn's solution](#)

531.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[stntn's solution](#)

532.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[stntn's solution](#)

533.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[stntn's solution](#)

534.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[stntn's solution](#)

535.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[stntn's solution](#)

536.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[stntn's solution](#)

537.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[stntn's solution](#)

538.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[stntn's solution](#)

539.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[stntn's solution](#)

540.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[stntn's solution](#)

541.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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542.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[stntn's solution](#)

543.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows

[stntn's solution](#)

544.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[stntn's solution](#)

545.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

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546.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[stntn's solution](#)

547.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

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548.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

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549.

1860E

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Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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550.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[stntn's solution](#)

551.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[stntn's solution](#)

552.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[stntn's solution](#)

553.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

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554.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[stntn's solution](#)

555.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[stntn's solution](#)

556.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[stntn's solution](#)

557.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[stntn's solution](#)

558.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-05 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[stntn's solution](#)

559.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[stntn's solution](#)

560.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-20 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[stntn's solution](#)

561.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[stntn's solution](#)

562.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[stntn's solution](#)

563.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[stntn's solution](#)

564.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-25 · last AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[stntn's solution](#)

565.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[stntn's solution](#)

566.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[stntn's solution](#)

567.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[stntn's solution](#)

568.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[stntn's solution](#)

569.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[stntn's solution](#)

570.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-02 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[stntn's solution](#)

571.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-31 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[stntn's solution](#)

572.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[stntn's solution](#)

573.

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, games, math

[stntn's solution](#)

574.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[stntn's solution](#)

575.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[stntn's solution](#)

576.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[stntn's solution](#)

577.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-20 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[stntn's solution](#)

578.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[stntn's solution](#)

579.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[stntn's solution](#)

580.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[stntn's solution](#)

581.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[stntn's solution](#)

582.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[stntn's solution](#)

583.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[stntn's solution](#)

584.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[stntn's solution](#)

585.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[stntn's solution](#)

586.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[stntn's solution](#)

587.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices
[stntn's solution](#)

588.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[stntn's solution](#)

589.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[stntn's solution](#)

590.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[stntn's solution](#)

591.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[stntn's solution](#)

592.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[stntn's solution](#)

593.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[stntn's solution](#)

594.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[stntn's solution](#)

595.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[stntn's solution](#)

596.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[stntn's solution](#)

597.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings
[stntn's solution](#)

598.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-10-06 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[stntn's solution](#)

599.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs
[stntn's solution](#)

600.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[stntn's solution](#)

601.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[stntn's solution](#)

602.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[stntn's solution](#)

603.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[stntn's solution](#)

604.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[stntn's solution](#)

605.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[stntn's solution](#)

606.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[stntn's solution](#)

607.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

608.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[stntn's solution](#)

609.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[stntn's solution](#)

610.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[stntn's solution](#)

611.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[stntn's solution](#)

612.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[stntn's solution](#)

613.

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[stntn's solution](#)

614.

1236E

[Alice and the Unfair Game · Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[stntn's solution](#)

615.

1301E

[Nanosoft · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[stntn's solution](#)

616.

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[stntn's solution](#)

617.

1771F

[Hossam and Range Minimum Query · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[stntn's solution](#)

618.

594D

[REQ · Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[stntn's solution](#)

619.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[stntn's solution](#)

620.

442C

[Artem and Array · Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[stntn's solution](#)

621.

1611G

[Robot and Candies · Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[stntn's solution](#)

622.

1527E

[Partition Game · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[stntn's solution](#)

623.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[stntn's solution](#)

624.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[stntn's solution](#)

625.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[stntn's solution](#)

626.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[stntn's solution](#)

627.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[stntn's solution](#)

628.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-20 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[stntn's solution](#)

629.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[stntn's solution](#)

630.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[stntn's solution](#)

631.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[stntn's solution](#)

632.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-30 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[stntn's solution](#)

633.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-25 · last AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[stntn's solution](#)

634.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[stntn's solution](#)

635.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[stntn's solution](#)

636.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[stntn's solution](#)

637.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[stntn's solution](#)

638.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[stntn's solution](#)

639.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[stntn's solution](#)

640.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[stntn's solution](#)

641.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[stntn's solution](#)

642.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[stntn's solution](#)

643.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[stntn's solution](#)

644.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[stntn's solution](#)

645.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[stntn's solution](#)

646.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[stntn's solution](#)

647.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[stntn's solution](#)

648.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[stntn's solution](#)

649.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[stntn's solution](#)

650.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[stntn's solution](#)

651.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[stntn's solution](#)

652.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[stntn's solution](#)

653.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[stntn's solution](#)

654.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[stntn's solution](#)

655.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[stntn's solution](#)

656.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[stntn's solution](#)

657.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[stntn's solution](#)

658.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[stntn's solution](#)

659.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[stntn's solution](#)

660.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[stntn's solution](#)

661.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[stntn's solution](#)

662.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[stntn's solution](#)

663.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[stntn's solution](#)

664.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[stntn's solution](#)

665.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[stntn's solution](#)

666.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, greedy
[stntn's solution](#)

667.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees
[stntn's solution](#)

668.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing
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669.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
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670.

321E

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Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-05 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
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671.

1895F

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672.

1890E2

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Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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673.

442D

[Adam and Tree](#) · [Tutorial](#)

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674.

1486F

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[stntn's solution](#)

675.

653F

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[stntn's solution](#)

676.

875E

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Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[stntn's solution](#)

677.

848C

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Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[stntn's solution](#)

678.

1614E

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[stntn's solution](#)

679.

286D

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Quality: 457 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[stntn's solution](#)

680.

650D

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Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[stntn's solution](#)

681.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[stntn's solution](#)

682.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

683.

1582G

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

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[stntn's solution](#)

684.

436E

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Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[stntn's solution](#)

685.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[stntn's solution](#)

686.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[stntn's solution](#)

687.

311D

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Quality: 783 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[stntn's solution](#)

688.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[stntn's solution](#)

689.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[stntn's solution](#)

690.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[stntn's solution](#)

691.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[stntn's solution](#)

692.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation
[stntn's solution](#)

693.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[stntn's solution](#)

694.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[stntn's solution](#)

695.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[stntn's solution](#)

696.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[stntn's solution](#)

697.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[stntn's solution](#)

698.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[stntn's solution](#)

699.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-09-17 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[stntn's solution](#)

700.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[stntn's solution](#)

701.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[stntn's solution](#)

702.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[stntn's solution](#)

703.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[stntn's solution](#)

704.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[stntn's solution](#)

705.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-05 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[stntn's solution](#)

706.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[stntn's solution](#)

707.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[stntn's solution](#)

708.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[stntn's solution](#)

709.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[stntn's solution](#)

710.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-07 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[stntn's solution](#)

711.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[stntn's solution](#)

712.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[stntn's solution](#)

713.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[stntn's solution](#)

714.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[stntn's solution](#)

715.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[stntn's solution](#)

716.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[stntn's solution](#)

717.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[stntn's solution](#)

718.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[stntn's solution](#)

719.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[stntn's solution](#)

720.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[stntn's solution](#)

721.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[stntn's solution](#)

722.

1146G

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Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs

[stntn's solution](#)

723.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[stntn's solution](#)

724.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings
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725.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings
[stntn's solution](#)

726.

513F1

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Quality: 359 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: flows
[stntn's solution](#)

727.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, shortest paths
[stntn's solution](#)

728.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat
[stntn's solution](#)

729.

191D

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Quality: 392 global accepts · Rating: 2700 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[stntn's solution](#)

730.

475E

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Quality: 622 global accepts · Rating: 2700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[stntn's solution](#)

731.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[stntn's solution](#)

732.

1887D

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Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[stntn's solution](#)

733.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[stntn's solution](#)

734.

267C

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Quality: 253 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[stntn's solution](#)

735.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[stntn's solution](#)

736.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[stntn's solution](#)

737.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[stntn's solution](#)

738.

780G

[Andrysha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[stntn's solution](#)

739.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[stntn's solution](#)

740.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[stntn's solution](#)

741.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[stntn's solution](#)

742.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[stntn's solution](#)

743.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

744.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[stntn's solution](#)

745.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[stntn's solution](#)

746.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[stntn's solution](#)

747.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[stntn's solution](#)

748.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

749.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[stntn's solution](#)

750.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[stntn's solution](#)

751.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[stntn's solution](#)

752.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[stntn's solution](#)

753.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[stntn's solution](#)

754.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[stntn's solution](#)

755.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[stntn's solution](#)

756.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[stntn's solution](#)

757.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities
[stntn's solution](#)

758.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[stntn's solution](#)

759.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[stntn's solution](#)

760.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[stntn's solution](#)

761.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[stntn's solution](#)

762.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers
[stntn's solution](#)

763.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[stntn's solution](#)

764.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[stntn's solution](#)

765.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[stntn's solution](#)

766.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-11 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[stntn's solution](#)

767.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[stntn's solution](#)

768.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[stntn's solution](#)

769.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[stntn's solution](#)

770.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[stntn's solution](#)

771.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[stntn's solution](#)

772.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[stntn's solution](#)

773.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[stntn's solution](#)

774.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[stntn's solution](#)

775.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[stntn's solution](#)

776.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[stntn's solution](#)

777.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-12-03 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[stntn's solution](#)

778.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-12-03 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[stntn's solution](#)

779.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[stntn's solution](#)

780.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[stntn's solution](#)

781.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-11-24 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[stntn's solution](#)

782.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[stntn's solution](#)

783.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[stntn's solution](#)

784.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[stntn's solution](#)

785.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[stntn's solution](#)

786.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[stntn's solution](#)

787.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[stntn's solution](#)

788.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[stntn's solution](#)

789.

1875G

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

Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[stntn's solution](#)

790.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[stntn's solution](#)

791.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[stntn's solution](#)

792.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[stntn's solution](#)

793.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[stntn's solution](#)

794.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[stntn's solution](#)

795.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[stntn's solution](#)

796.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[stntn's solution](#)

797.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[stntn's solution](#)

798.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[stntn's solution](#)

799.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[stntn's solution](#)

800.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities
[stntn's solution](#)

801.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[stntn's solution](#)

802.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[stntn's solution](#)

803.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[stntn's solution](#)

804.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[stntn's solution](#)

805.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[stntn's solution](#)

806.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[stntn's solution](#)

807.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-21 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[stntn's solution](#)

808.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[stntn's solution](#)

809.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[stntn's solution](#)

810.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[stntn's solution](#)

811.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[stntn's solution](#)

812.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, string suffix structures

[stntn's solution](#)

813.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[stntn's solution](#)

814.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: strings
[stntn's solution](#)

815.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu
[stntn's solution](#)

816.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[stntn's solution](#)

817.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[stntn's solution](#)

818.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[stntn's solution](#)

819.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[stntn's solution](#)

820.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[stntn's solution](#)

821.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[stntn's solution](#)

822.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle
[stntn's solution](#)

823.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[stntn's solution](#)

824.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[stntn's solution](#)

825.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[stntn's solution](#)

826.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[stntn's solution](#)

827.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[stntn's solution](#)

828.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[stntn's solution](#)

829.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[stntn's solution](#)

830.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-11-24 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[stntn's solution](#)

831.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[stntn's solution](#)

832.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[stntn's solution](#)

833.

1869F

[Flower-like Pseudotree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[stntn's solution](#)

834.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[stntn's solution](#)

835.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[stntn's solution](#)

836.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[stntn's solution](#)

837.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[stntn's solution](#)

838.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[stntn's solution](#)

839.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[stntn's solution](#)

840.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[stntn's solution](#)

841.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[stntn's solution](#)

842.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[stntn's solution](#)

843.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[stntn's solution](#)

844.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-23 · last AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[stntn's solution](#)

845.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[stntn's solution](#)

846.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[stntn's solution](#)

847.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[stntn's solution](#)

848.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[stntn's solution](#)

849.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[stntn's solution](#)

850.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[stntn's solution](#)

851.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[stntn's solution](#)

852.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[stntn's solution](#)

853.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[stntn's solution](#)

854.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[stntn's solution](#)

855.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[stntn's solution](#)

856.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[stntn's solution](#)

857.

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[stntn's solution](#)

858.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-20 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[stntn's solution](#)

859.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[stntn's solution](#)

860.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers

[stntn's solution](#)

861.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[stntn's solution](#)

862.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, flows, greedy

[stntn's solution](#)

863.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[stntn's solution](#)

864.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[stntn's solution](#)

865.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[stntn's solution](#)

866.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[stntn's solution](#)

867.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, probabilities, trees

[stntn's solution](#)

868.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[stntn's solution](#)

869.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[stntn's solution](#)

870.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[stntn's solution](#)

871.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[stntn's solution](#)

872.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[stntn's solution](#)

873.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[stntn's solution](#)

874.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[stntn's solution](#)

875.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[stntn's solution](#)

876.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[stntn's solution](#)

877.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[stntn's solution](#)

878.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[stntn's solution](#)

879.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[stntn's solution](#)

880.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[stntn's solution](#)

881.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[stntn's solution](#)

882.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[stntn's solution](#)

883.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[stntn's solution](#)

884.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[stntn's solution](#)

885.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[stntn's solution](#)

886.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[stntn's solution](#)

887.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[stntn's solution](#)

888.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[stntn's solution](#)

889.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[stntn's solution](#)

890.

100221A

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

Rating: — · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[stntn's solution](#)

891.

100204C

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

Rating: — · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[stntn's solution](#)

892.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[stntn's solution](#)

893.

100985C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[stntn's solution](#)

894.

398B

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

Quality: 1,194 global accepts · Rating: — · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[stnfn's solution](#)