

Unique solved — suisdavid

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Count: 661

1.

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4.

1982A

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5.

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6.

1978A

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7.

1984A

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8.

1979A

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9.

1981A

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10.

1976A

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11.

1977A

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12.

1975A

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13.

1972A

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14.

1969A

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1957A

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17.

1956B

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18.

1956A

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19.

1942A

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20.

1946A

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1944A

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1948A

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23.

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24.

1937A

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25.

1934A

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26.

1923A

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27.

1929B

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28.

1929A

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29.

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30.

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31.

1925A

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32.

1922A

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33.

1916A

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34.

1919B

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35.

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36.

1920A

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37.

1917A

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38.

1909A

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39.

1913A

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40.

1905A

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- 41.**
1902A
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1903A
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1900A
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1898A
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1896A
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1901A
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1890B
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1890A
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1891A
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1895B
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1895A
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52.

1884A

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53.

1877A

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54.

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55.

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56.

1882A

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57.

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58.

1870A

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59.

1867A

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60.

1863A

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61.

1861A

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62.

1864A

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63.

1539B

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64.

1858A

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65.

1859A

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66.

1856A

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67.

1716B

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68.

1716A

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69.

1849A

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70.

1647A

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71.

1853A

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72.

1657B

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73.

1657A

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74.

1661A

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75.

1668A

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76.

1671A

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77.

1673A

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78.

1670A

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79.

1844A

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80.

1705A

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Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-07-10 · MS C++ 2017 (first AC) · Tags: greedy, sortings
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81.

1678B1

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[suisdavid's solution](#)

82.

1678A

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83.

1700A

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84.

1847A

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[suisdavid's solution](#)

85.

1717A

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86.

1713A

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87.

1701B

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88.

1701A

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89.

1734B

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90.

1734A

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91.

1730A

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92.

1735A

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93.

1845A

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94.

1754B

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95.

1754A

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96.

1841A

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97.

1842A

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[suisdavid's solution](#)

98.

1834A

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Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: greedy, math

[suisdavid's solution](#)

99.

1836A

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100.

1838A

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101.

1831A

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102.

1837A

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Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

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103.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-05-24 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory

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104.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, geometry, number theory

[suisdavid's solution](#)

105.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[suisdavid's solution](#)

106.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[suisdavid's solution](#)

107.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-14 · MS C++ 2017 (first AC) · Tags: combinatorics, constructive algorithms, math
[suisdavid's solution](#)

108.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · MS C++ 2017 (first AC) · Tags: strings
[suisdavid's solution](#)

109.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-05-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[suisdavid's solution](#)

110.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation
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111.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · MS C++ 2017 (first AC) · Tags: implementation, strings
[suisdavid's solution](#)

112.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[suisdavid's solution](#)

113.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · MS C++ 2017 (first AC) · Tags: greedy, math, strings
[suisdavid's solution](#)

114.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-20 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation, math
[suisdavid's solution](#)

115.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[suisdavid's solution](#)

116.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,048 global accepts · Rating: 800 · first AC: 2023-02-12 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math

[suisdavid's solution](#)

117.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 800 · first AC: 2023-01-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms

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118.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, strings

[suisdavid's solution](#)

119.

1973A

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Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[suisdavid's solution](#)

120.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games

[suisdavid's solution](#)

121.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[suisdavid's solution](#)

122.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[suisdavid's solution](#)

123.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[suisdavid's solution](#)

124.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[suisdavid's solution](#)

125.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[suisdavid's solution](#)

126.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[suisdavid's solution](#)

127.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: strings

[suisdavid's solution](#)

128.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

129.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[suisdavid's solution](#)

130.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[suisdavid's solution](#)

131.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[suisdavid's solution](#)

132.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-07-18 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings
[suisdavid's solution](#)

133.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2023-07-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation
[suisdavid's solution](#)

134.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2023-07-08 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory
[suisdavid's solution](#)

135.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2023-06-30 · MS C++ 2017 (first AC) · Tags: greedy, math
[suisdavid's solution](#)

136.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · MS C++ 2017 (first AC) · Tags: geometry, implementation, math
[suisdavid's solution](#)

137.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-27 · MS C++ 2017 (first AC) · Tags: greedy
[suisdavid's solution](#)

138.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-05-24 · MS C++ 2017 (first AC) · Tags: greedy, math

[suisdavid's solution](#)

139.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: math, number theory

[suisdavid's solution](#)

140.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-14 · MS C++ 2017 (first AC) · Tags: brute force, math, sortings

[suisdavid's solution](#)

141.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[suisdavid's solution](#)

142.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[suisdavid's solution](#)

143.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[suisdavid's solution](#)

144.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[suisdavid's solution](#)

145.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[suisdavid's solution](#)

146.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

147.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[suisdavid's solution](#)

148.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[suisdavid's solution](#)

149.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[suisdavid's solution](#)

150.

1877B

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

Rating: 1000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[suisdavid's solution](#)

151.

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[suisdavid's solution](#)

152.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[suisdavid's solution](#)

153.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[suisdavid's solution](#)

154.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[suisdavid's solution](#)

155.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[suisdavid's solution](#)

156.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[suisdavid's solution](#)

157.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2023-07-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[suisdavid's solution](#)

158.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-07-17 · MS C++ 2017 (first AC) · Tags: brute force, math, sortings

[suisdavid's solution](#)

159.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[suisdavid's solution](#)

160.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, two pointers
[suisdavid's solution](#)

161.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2023-07-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings
[suisdavid's solution](#)

162.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-25 · MS C++ 2017 (first AC) · Tags: implementation
[suisdavid's solution](#)

163.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: greedy, math
[suisdavid's solution](#)

164.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-06-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

165.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

166.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

167.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2023-05-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[suisdavid's solution](#)

168.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · MS C++ 2017 (first AC) · Tags: implementation, math
[suisdavid's solution](#)

169.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms
[suisdavid's solution](#)

170.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-01-01 · MS C++ 2017 (first AC) · Tags: brute force, greedy
[suisdavid's solution](#)

171.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[suisdavid's solution](#)

172.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[suisdavid's solution](#)

173.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[suisdavid's solution](#)

174.

1966B

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

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[suisdavid's solution](#)

175.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[suisdavid's solution](#)

176.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[suisdavid's solution](#)

177.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[suisdavid's solution](#)

178.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[suisdavid's solution](#)

179.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[suisdavid's solution](#)

180.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[suisdavid's solution](#)

181.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[suisdavid's solution](#)

182.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[suisdavid's solution](#)

183.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[suisdavid's solution](#)

184.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[suisdavid's solution](#)

185.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[suisdavid's solution](#)

186.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[suisdavid's solution](#)

187.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[suisdavid's solution](#)

188.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[suisdavid's solution](#)

189.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[suisdavid's solution](#)

190.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[suisdavid's solution](#)

191.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[suisdavid's solution](#)

192.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[suisdavid's solution](#)

193.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2023-07-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, strings
[suisdavid's solution](#)

194.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-07-12 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings
[suisdavid's solution](#)

195.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, math
[suisdavid's solution](#)

196.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-07-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation
[suisdavid's solution](#)

197.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, math
[suisdavid's solution](#)

198.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-22 · MS C++ 2017 (first AC) · Tags: greedy, math
[suisdavid's solution](#)

199.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[suisdavid's solution](#)

200.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: brute force, greedy
[suisdavid's solution](#)

201.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, sortings

[suisdavid's solution](#)

202.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · MS C++ 2017 (first AC) · Tags: brute force, sortings, two pointers

[suisdavid's solution](#)

203.

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · MS C++ 2017 (first AC) · Tags: math, strings, two pointers

[suisdavid's solution](#)

204.

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

205.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

206.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[suisdavid's solution](#)

207.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[suisdavid's solution](#)

208.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[suisdavid's solution](#)

209.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[suisdavid's solution](#)

210.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[suisdavid's solution](#)

211.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[suisdavid's solution](#)

212.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[suisdavid's solution](#)

213.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[suisdavid's solution](#)

214.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[suisdavid's solution](#)

215.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[suisdavid's solution](#)

216.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[suisdavid's solution](#)

217.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[suisdavid's solution](#)

218.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[suisdavid's solution](#)

219.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[suisdavid's solution](#)

220.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[suisdavid's solution](#)

221.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[suisdavid's solution](#)

222.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[suisdavid's solution](#)

223.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[suisdavid's solution](#)

224.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[suisdavid's solution](#)

225.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[suisdavid's solution](#)

226.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[suisdavid's solution](#)

227.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[suisdavid's solution](#)

228.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[suisdavid's solution](#)

229.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[suisdavid's solution](#)

230.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[suisdavid's solution](#)

231.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[suisdavid's solution](#)

232.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[suisdavid's solution](#)

233.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[suisdavid's solution](#)

234.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[suisdavid's solution](#)

235.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-24 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math
[suisdavid's solution](#)

236.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2023-07-21 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[suisdavid's solution](#)

237.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2023-07-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, math
[suisdavid's solution](#)

238.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[suisdavid's solution](#)

239.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2023-07-08 · MS C++ 2017 (first AC) · Tags: data structures, implementation
[suisdavid's solution](#)

240.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2023-07-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, math
[suisdavid's solution](#)

241.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2023-07-02 · MS C++ 2017 (first AC) · Tags: greedy, math
[suisdavid's solution](#)

242.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2023-07-01 · MS C++ 2017 (first AC) · Tags: data structures, greedy, math, sortings

[suisdavid's solution](#)

243.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: games, greedy, math, strings

[suisdavid's solution](#)

244.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[suisdavid's solution](#)

245.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-03-20 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[suisdavid's solution](#)

246.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[suisdavid's solution](#)

247.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[suisdavid's solution](#)

248.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[suisdavid's solution](#)

249.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[suisdavid's solution](#)

250.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[suisdavid's solution](#)

251.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[suisdavid's solution](#)

252.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[suisdavid's solution](#)

253.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[suisdavid's solution](#)

254.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[suisdavid's solution](#)

255.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[suisdavid's solution](#)

256.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[suisdavid's solution](#)

257.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[suisdavid's solution](#)

258.

1890C

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

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

259.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[suisdavid's solution](#)

260.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[suisdavid's solution](#)

261.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[suisdavid's solution](#)

262.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[suisdavid's solution](#)

263.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[suisdavid's solution](#)

264.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[suisdavid's solution](#)

265.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[suisdavid's solution](#)

266.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[suisdavid's solution](#)

267.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[suisdavid's solution](#)

268.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[suisdavid's solution](#)

269.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

270.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2023-07-20 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[suisdavid's solution](#)

271.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-07-19 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[suisdavid's solution](#)

272.

1668C

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

Rating: 1300 · first AC: 2023-07-18 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[suisdavid's solution](#)

273.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation, math
[suisdavid's solution](#)

274.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-07-05 · MS C++ 2017 (first AC) · Tags: greedy
[suisdavid's solution](#)

275.

1754C1

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

Rating: 1300 · first AC: 2023-06-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms
[suisdavid's solution](#)

276.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-05-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[suisdavid's solution](#)

277.

1816C

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

Rating: 1300 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: math, sortings
[suisdavid's solution](#)

278.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-05-20 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math, strings
[suisdavid's solution](#)

279.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-14 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory
[suisdavid's solution](#)

280.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

281.

1778B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: greedy, math
[suisdavid's solution](#)

282.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[suisdavid's solution](#)

283.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[suisdavid's solution](#)

284.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[suisdavid's solution](#)

285.

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[suisdavid's solution](#)

286.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[suisdavid's solution](#)

287.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[suisdavid's solution](#)

288.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[suisdavid's solution](#)

289.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

290.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[suisdavid's solution](#)

291.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[suisdavid's solution](#)

292.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[suisdavid's solution](#)

293.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[suisdavid's solution](#)

294.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[suisdavid's solution](#)

295.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[suisdavid's solution](#)

296.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

297.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

298.

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[suisdavid's solution](#)

299.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[suisdavid's solution](#)

300.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[suisdavid's solution](#)

301.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[suisdavid's solution](#)

302.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[suisdavid's solution](#)

303.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[suisdavid's solution](#)

304.

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[suisdavid's solution](#)

305.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy
[suisdavid's solution](#)

306.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[suisdavid's solution](#)

307.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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308.

1670C

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Quality: 10,993 global accepts · Rating: 1400 · first AC: 2023-07-12 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
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309.

1844D

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310.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-07-10 · MS C++ 2017 (first AC) · Tags: brute force, implementation
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311.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-07-08 · MS C++ 2017 (first AC) · Tags: data structures, implementation
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312.

1847C

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313.

1735C

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314.

1845C

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Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy, strings
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315.

1838C

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Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory
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316.

1831C

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Rating: 1400 · first AC: 2023-06-03 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, graphs, trees
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317.

1837D

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Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
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318.

1925C

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Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[suisdavid's solution](#)

319.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[suisdavid's solution](#)

320.

1891C

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321.

1877D

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Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
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322.

1882C

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Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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323.

1404A

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324.

1416A

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implementation, two pointers

[suisdavid's solution](#)

325.

1858B

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Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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326.

1630A

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Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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327.

1659C

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328.

1673C

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Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-07-15 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, number theory

[suisdavid's solution](#)

329.

1754C2

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Rating: 1500 · first AC: 2023-06-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[suisdavid's solution](#)

330.

1842C

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[suisdavid's solution](#)

331.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy

[suisdavid's solution](#)

332.

1811E

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · MS C++ 2017 (first AC) · Tags: binary search, dp, math, number theory

[suisdavid's solution](#)

333.

1978D

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[suisdavid's solution](#)

334.

1976C

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335.

1957C

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Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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336.

1956C

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337.

1946C

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Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
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338.

1928C

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339.

1920C

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Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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340.

1917C

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Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[suisdavid's solution](#)

341.

1904D1

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Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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342.

1886C

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343.

1350C

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[suisdavid's solution](#)

344.

1861C

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Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
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345.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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346.

1539D

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Quality: 12,724 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

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347.

1503A

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Quality: 14,610 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

348.

1528A

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Quality: 18,993 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[suisdavid's solution](#)

349.

1603B

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Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[suisdavid's solution](#)

350.

1856C

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Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

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351.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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352.

1849C

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[suisdavid's solution](#)

353.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-07-17 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy

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354.

1678C

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Rating: 1600 · first AC: 2023-07-09 · MS C++ 2017 (first AC) · Tags: brute force, data structures

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355.

1754D

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356.

1811D

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357.

1707A

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Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[suisdavid's solution](#)

358.

1801A

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Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-21 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms

[suisdavid's solution](#)

359.

1778C

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Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, strings

[suisdavid's solution](#)

360.

1779C

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Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-18 · MS C++ 2017 (first AC) · Tags: data structures, greedy

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361.

1983D

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[suisdavid's solution](#)

362.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[suisdavid's solution](#)

363.

1984C2

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Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[suisdavid's solution](#)

364.

1975D

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Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

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365.

1973C

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[suisdavid's solution](#)

366.

1969C

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[suisdavid's solution](#)

367.

1942C2

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368.

1948D

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369.

1937C

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370.

1903D1

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[suisdavid's solution](#)

371.

1896D

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[suisdavid's solution](#)

372.

1901D

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[suisdavid's solution](#)

373.

1893B

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[suisdavid's solution](#)

374.

1884C

[Medium Design](#) · [Tutorial](#)

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[suisdavid's solution](#)

375.

1879D

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[suisdavid's solution](#)

376.

1864D

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Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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377.

1503B

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[suisdavid's solution](#)

378.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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379.

1628B

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[suisdavid's solution](#)

380.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[suisdavid's solution](#)

381.

1693B

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Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[suisdavid's solution](#)

382.

1849D

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Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[suisdavid's solution](#)

383.

1670D

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[suisdavid's solution](#)

384.

1678D

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Rating: 1700 · first AC: 2023-07-09 · MS C++ 2017 (first AC) · Tags: dp, implementation

[suisdavid's solution](#)

385.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy

[suisdavid's solution](#)

386.

1735D

[Meta-set](#) · [Tutorial](#)

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[suisdavid's solution](#)

387.

1836C

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Rating: 1700 · first AC: 2023-06-22 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation, math

[suisdavid's solution](#)

388.

1715C

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Quality: 10,377 global accepts · Rating: 1700 · first AC: 2023-05-02 · MS C++ 2017 (first AC) · Tags: combinatorics, data structures, implementation, math

[suisdavid's solution](#)

389.

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-01-24 · MS C++ 2017 (first AC) · Tags: dfs and similar, interactive, math

[suisdavid's solution](#)

390.

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[suisdavid's solution](#)

391.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[suisdavid's solution](#)

392.

1979D

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Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[suisdavid's solution](#)

393.

1966D

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

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[suisdavid's solution](#)

394.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[suisdavid's solution](#)

395.

1935D

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Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[suisdavid's solution](#)

396.

1935C

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[suisdavid's solution](#)

397.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[suisdavid's solution](#)

398.

1904D2

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Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

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399.

1870D

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400.

1867D

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Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[suisdavid's solution](#)

401.

1861D

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402.

1396B

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Quality: 12,945 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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403.

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[suisdavid's solution](#)

404.

1859D

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Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[suisdavid's solution](#)

405.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[suisdavid's solution](#)

406.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · MS C++ 2017 (first AC) · Tags: math, number theory

[suisdavid's solution](#)

407.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2023-07-10 · MS C++ 2017 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[suisdavid's solution](#)

408.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-07-02 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy, two pointers

[suisdavid's solution](#)

409.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[suisdavid's solution](#)

410.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-05-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[suisdavid's solution](#)

411.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: dp, greedy

[suisdavid's solution](#)

412.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-21 · MS C++ 2017 (first AC) · Tags: data structures, greedy, sortings

[suisdavid's solution](#)

413.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[suisdavid's solution](#)

414.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[suisdavid's solution](#)

415.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[suisdavid's solution](#)

416.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[suisdavid's solution](#)

417.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[suisdavid's solution](#)

418.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[suisdavid's solution](#)

419.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[suisdavid's solution](#)

420.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[suisdavid's solution](#)

421.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[suisdavid's solution](#)

422.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[suisdavid's solution](#)

423.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[suisdavid's solution](#)

424.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[suisdavid's solution](#)

425.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[suisdavid's solution](#)

426.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[suisdavid's solution](#)

427.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[suisdavid's solution](#)

428.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[suisdavid's solution](#)

429.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[suisdavid's solution](#)

430.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[suisdavid's solution](#)

431.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[suisdavid's solution](#)

432.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[suisdavid's solution](#)

433.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[suisdavid's solution](#)

434.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[suisdavid's solution](#)

435.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, math, number theory

[suisdavid's solution](#)

436.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2023-07-20 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[suisdavid's solution](#)

437.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-07-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[suisdavid's solution](#)

438.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-07-15 · MS C++ 2017 (first AC) · Tags: combinatorics, math, number theory

[suisdavid's solution](#)

439.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2023-07-08 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, dp, graphs

[suisdavid's solution](#)

440.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy, math

[suisdavid's solution](#)

441.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · MS C++ 2017 (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[suisdavid's solution](#)

442.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-07-05 · MS C++ 2017 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[suisdavid's solution](#)

443.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-07-03 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[suisdavid's solution](#)

444.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[suisdavid's solution](#)

445.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2023-05-02 · MS C++ 2017 (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[suisdavid's solution](#)

446.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[suisdavid's solution](#)

447.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-20 · MS C++ 2017 (first AC) · Tags: dp

[suisdavid's solution](#)

448.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2023-03-19 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[suisdavid's solution](#)

449.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: dp, sortings

[suisdavid's solution](#)

450.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[suisdavid's solution](#)

451.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[suisdavid's solution](#)

452.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[suisdavid's solution](#)

453.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[suisdavid's solution](#)

454.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[suisdavid's solution](#)

455.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[suisdavid's solution](#)

456.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[suisdavid's solution](#)

457.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[suisdavid's solution](#)

458.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[suisdavid's solution](#)

459.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[suisdavid's solution](#)

460.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[suisdavid's solution](#)

461.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[suisdavid's solution](#)

462.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[suisdavid's solution](#)

463.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[suisdavid's solution](#)

464.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[suisdavid's solution](#)

465.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[suisdavid's solution](#)

466.

1754E

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

Rating: 2000 · first AC: 2023-06-28 · MS C++ 2017 (first AC) · Tags: dp, probabilities

[suisdavid's solution](#)

467.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-25 · MS C++ 2017 (first AC) · Tags: data structures, greedy, sortings, two pointers

[suisdavid's solution](#)

468.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-03 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, math

[suisdavid's solution](#)

469.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[suisdavid's solution](#)

470.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-12 · MS C++ 2017 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[suisdavid's solution](#)

471.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[suisdavid's solution](#)

472.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[suisdavid's solution](#)

473.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[suisdavid's solution](#)

474.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[suisdavid's solution](#)

475.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[suisdavid's solution](#)

476.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[suisdavid's solution](#)

477.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[suisdavid's solution](#)

478.

1668D

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

Rating: 2100 · first AC: 2023-07-18 · MS C++ 2017 (first AC) · Tags: data structures, dp
[suisdavid's solution](#)

479.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-07-17 · MS C++ 2017 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[suisdavid's solution](#)

480.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-07-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, number theory
[suisdavid's solution](#)

481.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-10 · MS C++ 2017 (first AC) · Tags: data structures, greedy, strings
[suisdavid's solution](#)

482.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: data structures, dp
[suisdavid's solution](#)

483.

1778D

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

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-03-11 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, probabilities
[suisdavid's solution](#)

484.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-01-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[suisdavid's solution](#)

485.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[suisdavid's solution](#)

486.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[suisdavid's solution](#)

487.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[suisdavid's solution](#)

488.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[suisdavid's solution](#)

489.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[suisdavid's solution](#)

490.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[suisdavid's solution](#)

491.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[suisdavid's solution](#)

492.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[suisdavid's solution](#)

493.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[suisdavid's solution](#)

494.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[suisdavid's solution](#)

495.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[suisdavid's solution](#)

496.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[suisdavid's solution](#)

497.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[suisdavid's solution](#)

498.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[suisdavid's solution](#)

499.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[suisdavid's solution](#)

500.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-07-21 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, graph matchings, math

[suisdavid's solution](#)

501.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-07-19 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[suisdavid's solution](#)

502.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math, ternary search

[suisdavid's solution](#)

503.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-07-12 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[suisdavid's solution](#)

504.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-07-05 · MS C++ 2017 (first AC) · Tags: math, number theory

[suisdavid's solution](#)

505.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-07-03 · MS C++ 2017 (first AC) · Tags: data structures, divide and conquer, geometry

[suisdavid's solution](#)

506.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-28 · MS C++ 2017 (first AC) · Tags: data structures, greedy, math

[suisdavid's solution](#)

507.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[suisdavid's solution](#)

508.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, dp

[suisdavid's solution](#)

509.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-12 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dp

[suisdavid's solution](#)

510.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[suisdavid's solution](#)

511.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[suisdavid's solution](#)

512.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[suisdavid's solution](#)

513.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[suisdavid's solution](#)

514.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[suisdavid's solution](#)

515.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[suisdavid's solution](#)

516.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[suisdavid's solution](#)

517.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[suisdavid's solution](#)

518.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[suisdavid's solution](#)

519.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[suisdavid's solution](#)

520.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[suisdavid's solution](#)

521.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[suisdavid's solution](#)

522.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[suisdavid's solution](#)

523.

803G

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

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[suisdavid's solution](#)

524.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first 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

[suisdavid's solution](#)

525.

1861E

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

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[suisdavid's solution](#)

526.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[suisdavid's solution](#)

527.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[suisdavid's solution](#)

528.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[suisdavid's solution](#)

529.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[suisdavid's solution](#)

530.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[suisdavid's solution](#)

531.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[suisdavid's solution](#)

532.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-07-10 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[suisdavid's solution](#)

533.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-06-22 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[suisdavid's solution](#)

534.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-05-24 · MS C++ 2017 (first AC) · Tags: combinatorics, math, number theory

[suisdavid's solution](#)

535.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-03-29 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[suisdavid's solution](#)

536.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-03-23 · MS C++ 2017 (first AC) · Tags: string suffix structures

[suisdavid's solution](#)

537.

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[suisdavid's solution](#)

538.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[suisdavid's solution](#)

539.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[suisdavid's solution](#)

540.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[suisdavid's solution](#)

541.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[suisdavid's solution](#)

542.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[suisdavid's solution](#)

543.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[suisdavid's solution](#)

544.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[suisdavid's solution](#)

545.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[suisdavid's solution](#)

546.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[suisdavid's solution](#)

547.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[suisdavid's solution](#)

548.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-28 · MS C++ 2017 (first AC) · Tags: graphs, shortest paths

[suisdavid's solution](#)

549.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2023-05-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar

[suisdavid's solution](#)

550.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-04-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[suisdavid's solution](#)

551.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-04-29 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[suisdavid's solution](#)

552.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-04-22 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, dp, number theory

[suisdavid's solution](#)

553.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-03-25 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[suisdavid's solution](#)

554.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[suisdavid's solution](#)

555.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[suisdavid's solution](#)

556.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[suisdavid's solution](#)

557.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[suisdavid's solution](#)

558.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[suisdavid's solution](#)

559.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[suisdavid's solution](#)

560.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[suisdavid's solution](#)

561.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities
[suisdavid's solution](#)

562.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy
[suisdavid's solution](#)

563.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs
[suisdavid's solution](#)

564.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[suisdavid's solution](#)

565.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[suisdavid's solution](#)

566.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp,

greedy

[suisdavid's solution](#)

567.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[suisdavid's solution](#)

568.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[suisdavid's solution](#)

569.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[suisdavid's solution](#)

570.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, greedy

[suisdavid's solution](#)

571.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-05-21 · MS C++ 2017 (first AC) · Tags: data structures, dp, matrices, strings

[suisdavid's solution](#)

572.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-14 · MS C++ 2017 (first AC) · Tags: brute force, dp, games, graphs, math

[suisdavid's solution](#)

573.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[suisdavid's solution](#)

574.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[suisdavid's solution](#)

575.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[suisdavid's solution](#)

576.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[suisdavid's solution](#)

577.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-06-29 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[suisdavid's solution](#)

578.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

579.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: dp, greedy

[suisdavid's solution](#)

580.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: dp

[suisdavid's solution](#)

581.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[suisdavid's solution](#)

582.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[suisdavid's solution](#)

583.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[suisdavid's solution](#)

584.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: dp

[suisdavid's solution](#)

585.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-03-12 · MS C++ 2017 (first AC) · Tags: combinatorics, divide and conquer, dp

[suisdavid's solution](#)

586.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[suisdavid's solution](#)

587.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[suisdavid's solution](#)

588.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[suisdavid's solution](#)

589.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[suisdavid's solution](#)

590.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[suisdavid's solution](#)

591.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2023-07-16 · MS C++ 2017 (first AC) · Tags: bitmasks, dp, string suffix structures

[suisdavid's solution](#)

592.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-07-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[suisdavid's solution](#)

593.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-07-13 · MS C++ 2017 (first AC) · Tags: data structures, string suffix structures, strings, trees

[suisdavid's solution](#)

594.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-07-12 · MS C++ 2017 (first AC) · Tags: dp, strings, trees

[suisdavid's solution](#)

595.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-07-06 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math

[suisdavid's solution](#)

596.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-04-29 · MS C++ 2017 (first AC) · Tags: games, math

[suisdavid's solution](#)

597.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[suisdavid's solution](#)

598.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[suisdavid's solution](#)

599.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
[suisdavid's solution](#)

600.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[suisdavid's solution](#)

601.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[suisdavid's solution](#)

602.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[suisdavid's solution](#)

603.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[suisdavid's solution](#)

604.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[suisdavid's solution](#)

605.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[suisdavid's solution](#)

606.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[suisdavid's solution](#)

607.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[suisdavid's solution](#)

608.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[suisdavid's solution](#)

609.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[suisdavid's solution](#)

610.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[suisdavid's solution](#)

611.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[suisdavid's solution](#)

612.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[suisdavid's solution](#)

613.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[suisdavid's solution](#)

614.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[suisdavid's solution](#)

615.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[suisdavid's solution](#)

616.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[suisdavid's solution](#)

617.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[suisdavid's solution](#)

618.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[suisdavid's solution](#)

619.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[suisdavid's solution](#)

620.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[suisdavid's solution](#)

621.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[suisdavid's solution](#)

622.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[suisdavid's solution](#)

623.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[suisdavid's solution](#)

624.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[suisdavid's solution](#)

625.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[suisdavid's solution](#)

626.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[suisdavid's solution](#)

627.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-04-04 · MS C++ 2017 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[suisdavid's solution](#)

628.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[suisdavid's solution](#)

629.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[suisdavid's solution](#)

630.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[suisdavid's solution](#)

631.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[suisdavid's solution](#)

632.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[suisdavid's solution](#)

633.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[suisdavid's solution](#)

634.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[suisdavid's solution](#)

635.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: games

[suisdavid's solution](#)

636.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[suisdavid's solution](#)

637.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[suisdavid's solution](#)

638.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[suisdavid's solution](#)

639.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[suisdavid's solution](#)

640.

1081G

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[suisdavid's solution](#)

641.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[suisdavid's solution](#)

642.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[suisdavid's solution](#)

643.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[suisdavid's solution](#)

644.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[suisdavid's solution](#)

645.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[suisdavid's solution](#)

646.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[suisdavid's solution](#)

647.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-04 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[suisdavid's solution](#)

648.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[suisdavid's solution](#)

649.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[suisdavid's solution](#)

650.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[suisdavid's solution](#)

651.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[suisdavid's solution](#)

652.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[suisdavid's solution](#)

653.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[suisdavid's solution](#)

654.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[suisdavid's solution](#)

655.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[suisdavid's solution](#)

656.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[suisdavid's solution](#)

657.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[suisdavid's solution](#)

658.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[suisdavid's solution](#)

659.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[suisdavid's solution](#)

660.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[suisdavid's solution](#)

661.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[suisdavid's solution](#)