

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

<https://cfelitetracker.vercel.app>

Unique solved — syrtin

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

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

Filters: none

Count: 1,940

1.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[syrtin's solution](#)

2.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[syrtin's solution](#)

3.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[syrtin's solution](#)

4.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

5.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[syrtin's solution](#)

6.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

7.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

8.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[syrtin's solution](#)

9.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[syrtin's solution](#)

10.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

11.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

12.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

13.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

14.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[syrtin's solution](#)

15.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[syrtin's solution](#)

16.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

17.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[syrtin's solution](#)

18.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

19.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

20.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[syrtin's solution](#)

21.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

22.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

23.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[syrtin's solution](#)

24.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[syrtin's solution](#)

25.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

26.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

27.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[syrtin's solution](#)

28.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

29.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[syrtin's solution](#)

30.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[syrtin's solution](#)

31.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[syrtin's solution](#)

32.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

33.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

34.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

35.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[syrtin's solution](#)

36.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[syrtin's solution](#)

37.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[syrtin's solution](#)

38.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

39.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[syrtin's solution](#)

40.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[syrtin's solution](#)

41.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

42.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

43.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

44.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

45.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

46.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

47.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[syrtin's solution](#)

48.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[syrtin's solution](#)

49.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[syrtin's solution](#)

50.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

51.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[syrtin's solution](#)

52.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[syrtin's solution](#)

53.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

54.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

55.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[syrtin's solution](#)

56.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

57.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[syrtin's solution](#)

58.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[syrtin's solution](#)

59.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[syrtin's solution](#)

60.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[syrtin's solution](#)

61.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

62.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

63.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

64.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[syrtin's solution](#)

65.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[syrtin's solution](#)

66.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

67.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[syrtin's solution](#)

68.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

69.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

70.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

71.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[syrtin's solution](#)

72.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[syrtin's solution](#)

73.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[syrtin's solution](#)

74.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

75.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[syrtin's solution](#)

76.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

77.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

78.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

79.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

80.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

81.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[syrtin's solution](#)

82.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

83.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

84.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[syrtin's solution](#)

85.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[syrtin's solution](#)

86.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

87.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

88.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[syrtin's solution](#)

89.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

90.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[syrtin's solution](#)

91.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[syrtin's solution](#)

92.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[syrtin's solution](#)

93.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

94.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,902 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[syrtin's solution](#)

- 95.**
1652B
[Prefix Removals](#) · [Tutorial](#)
Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings
[syrtin's solution](#)
- 96.**
1652A
[Maximum Cake Tastiness](#) · [Tutorial](#)
Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)
- 97.**
1647A
[Madoka and Math Dad](#) · [Tutorial](#)
Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)
- 98.**
1651B
[Prove Him Wrong](#) · [Tutorial](#)
Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)
- 99.**
1651A
[Playoff](#) · [Tutorial](#)
Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[syrtin's solution](#)
- 100.**
1646B
[Quality vs Quantity](#) · [Tutorial](#)
Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[syrtin's solution](#)
- 101.**
1646A
[Square Counting](#) · [Tutorial](#)
Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[syrtin's solution](#)
- 102.**
1635B
[Avoid Local Maximums](#) · [Tutorial](#)
Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)
- 103.**
1635A
[Min Or Sum](#) · [Tutorial](#)
Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[syrtin's solution](#)
- 104.**
1638A
[Reverse](#) · [Tutorial](#)
Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)
- 105.**
1637A
[Sorting Parts](#) · [Tutorial](#)
Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[syrtin's solution](#)

106.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

107.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)

108.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[syrtin's solution](#)

109.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)

110.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2020-03-11 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

111.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[syrtin's solution](#)

112.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[syrtin's solution](#)

113.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

114.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,287 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[syrtin's solution](#)

115.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

116.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

117.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[syrtin's solution](#)

118.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

119.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[syrtin's solution](#)

120.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[syrtin's solution](#)

121.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[syrtin's solution](#)

122.

1612A

[Distance](#) · [Tutorial](#)

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

[syrtin's solution](#)

123.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

124.

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

125.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

126.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

127.

1594A

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

Quality: 27,122 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

128.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[syrtin's solution](#)

129.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,328 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

130.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[syrtin's solution](#)

131.

1574A

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

Quality: 23,067 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

132.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

133.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[syrtin's solution](#)

134.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[syrtin's solution](#)

135.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

136.

1538B

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

Quality: 33,539 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

137.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,404 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[syrtin's solution](#)

138.

1551A

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

Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

139.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

140.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

141.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

142.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,804 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[syrtin's solution](#)

143.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,520 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

144.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[syrtin's solution](#)

145.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

146.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

147.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[syrtin's solution](#)

148.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

149.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

150.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[syrtin's solution](#)

151.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

152.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

153.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

154.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

155.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

156.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

157.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

158.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[syrtin's solution](#)

159.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

160.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

161.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

162.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[syrtin's solution](#)

163.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

164.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,910 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[syrtin's solution](#)

165.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

166.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

167.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

168.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

169.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

170.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[syrtin's solution](#)

171.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

172.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

173.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

174.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

175.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[syrtin's solution](#)

176.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

177.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

178.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,129 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

179.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

180.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

181.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[syrtin's solution](#)

182.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

183.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[syrtin's solution](#)

184.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[syrtin's solution](#)

185.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[syrtin's solution](#)

186.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

187.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

188.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

189.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[syrtin's solution](#)

190.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

191.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

192.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

193.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[syrtin's solution](#)

194.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

195.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

196.

1351A

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

Quality: 26,943 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

197.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

198.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[syrtin's solution](#)

199.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[syrtin's solution](#)

200.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[syrtin's solution](#)

201.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,617 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

202.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

203.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

204.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

205.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

206.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[syrtin's solution](#)

207.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,102 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[syrtin's solution](#)

208.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

209.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[syrtin's solution](#)

210.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

211.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

212.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

213.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

214.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

215.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

216.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[syrtin's solution](#)

217.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

218.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[syrtin's solution](#)

219.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[syrtin's solution](#)

220.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

221.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[syrtin's solution](#)

222.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

223.

1473A

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

Quality: 37,434 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[syrtin's solution](#)

224.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, greedy, math

[syrtin's solution](#)

225.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy, math

[syrtin's solution](#)

226.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[syrtin's solution](#)

227.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[syrtin's solution](#)

228.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy

[syrtin's solution](#)

229.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[syrtin's solution](#)

230.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

231.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[syrtin's solution](#)

232.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[syrtin's solution](#)

233.

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[syrtin's solution](#)

234.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

235.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[syrtin's solution](#)

236.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

237.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

238.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[syrtin's solution](#)

239.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

240.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[syrtin's solution](#)

241.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,834 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

242.

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

243.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

244.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

245.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

246.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

247.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

248.

1445A

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

Quality: 20,365 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

249.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

250.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[syrtin's solution](#)

251.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

252.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

253.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

254.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,662 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

255.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[syrtin's solution](#)

256.

1428A

[Box is Pull](#) · [Tutorial](#)

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

[syrtin's solution](#)

257.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[syrtin's solution](#)

258.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[syrtin's solution](#)

259.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

260.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,281 global accepts · Rating: 800 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

261.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[syrtin's solution](#)

262.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[syrtin's solution](#)

263.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[syrtin's solution](#)

264.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[syrtin's solution](#)

265.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

266.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

267.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

268.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

269.

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

270.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[syrtin's solution](#)

271.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,444 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

272.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

273.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

274.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

275.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

276.

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

277.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

278.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

279.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[syrtin's solution](#)

280.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[syrtin's solution](#)

281.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

282.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,958 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

283.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,717 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

284.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

285.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,195 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

286.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

287.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

288.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

289.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

290.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,829 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

291.

1348A

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

Quality: 42,857 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

292.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

293.

1337A

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

Quality: 42,916 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

294.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

295.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

296.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

297.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

298.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

299.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

300.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

301.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

302.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

303.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

304.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

305.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

306.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

307.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[syrtin's solution](#)

308.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

309.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

310.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

311.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[syrtin's solution](#)

312.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[syrtin's solution](#)

313.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

314.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

315.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

316.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

317.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

318.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

319.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

320.

780A

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

Quality: 22,789 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

321.

1312A

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

Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[syrtin's solution](#)

322.

38A

[Army](#) · [Tutorial](#)

Quality: 26,490 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

323.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

324.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,324 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

325.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

326.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

327.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

328.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

329.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[syrtin's solution](#)

330.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

331.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

332.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

333.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

334.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

335.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

336.

47A

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

Quality: 18,178 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[syrtin's solution](#)

337.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

338.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

339.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,312 global accepts · Rating: 800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

340.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

341.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

342.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[syrtin's solution](#)

343.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

344.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

345.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

346.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,090 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

347.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

348.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

349.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[syrtin's solution](#)

350.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

351.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

352.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

353.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

354.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[syrtin's solution](#)

355.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

356.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

357.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,533 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

358.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

359.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

360.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

361.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

362.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

363.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

364.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[syrtin's solution](#)

365.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

366.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,927 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[syrtin's solution](#)

367.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

368.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

369.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

370.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[syrtin's solution](#)

371.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

372.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

373.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

374.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[syrtin's solution](#)

375.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

376.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

377.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

378.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,712 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[syrtin's solution](#)

379.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

380.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

381.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[syrtin's solution](#)

382.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

383.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,680 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

384.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

385.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2020-02-17 · last AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

386.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

387.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

388.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

389.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

390.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

391.

1206A

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

Quality: 26,051 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[syrtin's solution](#)

392.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

393.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

394.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,425 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

395.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

396.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

397.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

398.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

399.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[syrtin's solution](#)

400.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

401.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[syrtin's solution](#)

402.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[syrtin's solution](#)

403.

1005A

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

Quality: 27,519 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

404.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

405.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,875 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

406.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

407.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

408.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

409.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

410.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

411.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

412.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

413.

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

414.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

415.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

416.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

417.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

418.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

419.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,287 global accepts · Rating: 800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

420.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

421.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

422.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

423.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[syrtin's solution](#)

424.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

425.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

426.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

427.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

428.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

429.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,787 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[syrtin's solution](#)

430.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

431.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[syrtin's solution](#)

432.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: strings
[syrtin's solution](#)

433.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,090 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[syrtin's solution](#)

434.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[syrtin's solution](#)

435.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[syrtin's solution](#)

436.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

437.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

438.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,444 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

439.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

440.

1186A

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

Quality: 42,465 global accepts · Rating: 800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

441.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,804 global accepts · Rating: 800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

442.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,915 global accepts · Rating: 800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

443.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,677 global accepts · Rating: 800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[syrtin's solution](#)

444.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

445.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

446.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

447.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

448.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

449.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

450.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,775 global accepts · Rating: 800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[syrtin's solution](#)

451.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,239 global accepts · Rating: 800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

452.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,814 global accepts · Rating: 800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

453.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

454.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[syrtin's solution](#)

455.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

456.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

457.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[syrtin's solution](#)

458.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

459.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

460.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

461.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

462.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

463.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[syrtin's solution](#)

464.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

465.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

466.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[syrtin's solution](#)

467.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

468.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,259 global accepts · Rating: 800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

469.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

470.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[syrtin's solution](#)

471.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[syrtin's solution](#)

472.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

473.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

474.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,850 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[syrtin's solution](#)

475.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[syrtin's solution](#)

476.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,029 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

477.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[syrtin's solution](#)

478.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[syrtin's solution](#)

479.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,217 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

480.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[syrtin's solution](#)

481.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2019-12-10 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

482.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

483.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

484.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

485.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,962 global accepts · Rating: 800 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

486.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

487.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

488.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,577 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

489.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,039 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

490.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,135 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

491.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,599 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

492.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,515 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

493.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

494.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,937 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

495.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

496.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

497.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

498.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

499.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

500.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,544 global accepts · Rating: 800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

501.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

502.

785A

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

Quality: 110,985 global accepts · Rating: 800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

503.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,317 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

504.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[syrtin's solution](#)

505.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,737 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[syrtin's solution](#)

506.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,683 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

507.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,973 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

508.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

509.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,845 global accepts · Rating: 800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

510.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

511.

443A

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

Quality: 112,096 global accepts · Rating: 800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

512.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

513.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

514.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,956 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

515.

1030A

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

Quality: 171,502 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

516.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

517.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

518.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,442 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

519.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

520.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

521.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,120 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[syrtin's solution](#)

522.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[syrtin's solution](#)

523.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,548 global accepts · Rating: 800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[syrtin's solution](#)

524.

268A

[Games](#) · [Tutorial](#)

Quality: 104,233 global accepts · Rating: 800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

525.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

526.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,176 global accepts · Rating: 800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

527.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

528.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

529.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[syrtin's solution](#)

530.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

531.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,082 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

532.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[syrtin's solution](#)

533.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,228 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

534.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

535.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,977 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

536.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

537.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

538.

791A

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

Quality: 257,318 global accepts · Rating: 800 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

539.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[syrtin's solution](#)

540.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

541.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

542.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

543.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

544.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[syrtin's solution](#)

545.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,640 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

546.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,062 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

547.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,447 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[syrtin's solution](#)

548.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

549.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

550.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

551.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[syrtin's solution](#)

552.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[syrtin's solution](#)

553.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: strings
[syrtin's solution](#)

554.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[syrtin's solution](#)

555.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

556.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

557.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[syrtin's solution](#)

558.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

559.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

560.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[syrtin's solution](#)

561.

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
[syrtin's solution](#)

562.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[syrtin's solution](#)

563.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[syrtin's solution](#)

564.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

565.

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[syrtin's solution](#)

566.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

567.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

568.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[syrtin's solution](#)

569.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[syrtin's solution](#)

570.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

571.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

572.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[syrtin's solution](#)

573.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[syrtin's solution](#)

574.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[syrtin's solution](#)

575.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[syrtin's solution](#)

576.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

577.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

578.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[syrtin's solution](#)

579.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[syrtin's solution](#)

580.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,659 global accepts · Rating: 900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[syrtin's solution](#)

581.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[syrtin's solution](#)

582.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

583.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[syrtin's solution](#)

584.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[syrtin's solution](#)

585.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

586.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[syrtin's solution](#)

587.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

588.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

589.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

590.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

591.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

592.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

593.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

594.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[syrtin's solution](#)

595.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[syrtin's solution](#)

596.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,069 global accepts · Rating: 900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

597.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[syrtin's solution](#)

598.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

599.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[syrtin's solution](#)

600.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[syrtin's solution](#)

601.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

602.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

603.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[syrtin's solution](#)

604.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

605.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

606.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

607.

1471A

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

Quality: 38,224 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[syrtin's solution](#)

608.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

609.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

610.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[syrtin's solution](#)

611.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

612.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-11 · Python 3 (first AC) · Tags: greedy, math
[syrtin's solution](#)

613.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

614.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

615.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

616.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

617.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[syrtin's solution](#)

618.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

619.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[syrtin's solution](#)

620.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

621.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[syrtin's solution](#)

622.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,599 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

623.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,693 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[syrtin's solution](#)

624.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

625.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

626.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[syrtin's solution](#)

627.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

628.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

629.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[syrtin's solution](#)

630.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[syrtin's solution](#)

631.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

632.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

633.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,545 global accepts · Rating: 900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

634.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

635.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

636.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

637.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

638.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[syrtin's solution](#)

639.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

640.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

641.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings
[syrtin's solution](#)

642.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[syrtin's solution](#)

643.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

644.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

645.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

646.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

647.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

648.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

649.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

650.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

651.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

652.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

653.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[syrtin's solution](#)

654.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

655.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

656.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

657.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[syrtin's solution](#)

658.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

659.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[syrtin's solution](#)

660.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

661.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

662.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[syrtin's solution](#)

663.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[syrtin's solution](#)

664.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

665.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,181 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

666.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

667.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

668.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

669.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[syrtin's solution](#)

670.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

671.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

672.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[syrtin's solution](#)

673.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,513 global accepts · Rating: 900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[syrtin's solution](#)

674.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

675.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

676.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

677.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[syrtin's solution](#)

678.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

679.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,426 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[syrtin's solution](#)

680.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

681.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,040 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

682.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

683.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

684.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,978 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

685.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

686.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

687.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

688.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

689.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[syrtin's solution](#)

690.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,720 global accepts · Rating: 900 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

691.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,993 global accepts · Rating: 900 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

692.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

693.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

694.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,056 global accepts · Rating: 900 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[syrtin's solution](#)

695.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

696.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

697.

556A

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

Quality: 46,399 global accepts · Rating: 900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

698.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

699.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: strings

[syrtin's solution](#)

700.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

701.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,713 global accepts · Rating: 900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[syrtin's solution](#)

702.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

703.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

704.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

705.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[syrtin's solution](#)

706.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

707.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[syrtin's solution](#)

708.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[syrtin's solution](#)

709.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

710.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

711.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[syrtin's solution](#)

712.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: strings
[syrtin's solution](#)

713.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

714.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

715.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[syrtin's solution](#)

716.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

717.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[syrtin's solution](#)

718.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[syrtin's solution](#)

719.

103433M

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

Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

720.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

721.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

722.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

723.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

724.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[syrtin's solution](#)

725.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

726.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[syrtin's solution](#)

727.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[syrtin's solution](#)

728.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[syrtin's solution](#)

729.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

730.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[syrtin's solution](#)

731.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

732.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[syrtin's solution](#)

733.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[syrtin's solution](#)

734.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

735.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[syrtin's solution](#)

736.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

737.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[syrtin's solution](#)

738.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

739.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[syrtin's solution](#)

740.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

741.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

742.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

743.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

744.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

745.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

746.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

747.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

748.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[syrtin's solution](#)

749.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

750.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[syrtin's solution](#)

751.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[syrtin's solution](#)

752.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

753.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,437 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syrtin's solution](#)

754.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,587 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

755.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[syrtin's solution](#)

756.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

757.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[syrtin's solution](#)

758.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

759.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[syrtin's solution](#)

760.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[syrtin's solution](#)

761.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

762.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[syrtin's solution](#)

763.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[syrtin's solution](#)

764.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[syrtin's solution](#)

765.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[syrtin's solution](#)

766.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

767.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

768.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[syrtin's solution](#)

769.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[syrtin's solution](#)

770.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[syrtin's solution](#)

771.

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[syrtin's solution](#)

772.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

773.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[syrtin's solution](#)

774.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[syrtin's solution](#)

775.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

776.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

777.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

778.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

779.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

780.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

781.

688B

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

Quality: 36,025 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

782.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[syrtin's solution](#)

783.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

784.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

785.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

786.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

787.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[syrtin's solution](#)

788.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[syrtin's solution](#)

789.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

790.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[syrtin's solution](#)

791.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[syrtin's solution](#)

792.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2019-12-01 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[syrtin's solution](#)

793.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[syrtin's solution](#)

794.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2020-02-25 · last AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[syrtin's solution](#)

795.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

796.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,515 global accepts · Rating: 1000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

797.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

798.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

799.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

800.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,293 global accepts · Rating: 1000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[syrtin's solution](#)

801.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[syrtin's solution](#)

802.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 1000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

803.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

804.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[syrtin's solution](#)

805.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[syrtin's solution](#)

806.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

807.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[syrtin's solution](#)

808.

3A

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

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
[syrtin's solution](#)

809.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

810.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

811.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

812.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

813.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

814.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[syrtin's solution](#)

815.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

816.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

817.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

818.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[syrtin's solution](#)

819.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,550 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[syrtin's solution](#)

820.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,849 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

821.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[syrtin's solution](#)

822.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

823.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[syrtin's solution](#)

824.

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

825.

476A

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

Quality: 51,627 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

826.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

827.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

828.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

829.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

830.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

831.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[syrtin's solution](#)

832.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[syrtin's solution](#)

833.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

834.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

835.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[syrtin's solution](#)

836.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

837.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[syrtin's solution](#)

838.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

839.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

840.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

841.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[syrtin's solution](#)

842.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

843.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[syrtin's solution](#)

844.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[syrtin's solution](#)

845.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

846.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[syrtin's solution](#)

847.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[syrtin's solution](#)

848.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

849.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[syrtin's solution](#)

850.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[syrtin's solution](#)

851.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[syrtin's solution](#)

852.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[syrtin's solution](#)

853.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[syrtin's solution](#)

854.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[syrtin's solution](#)

855.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[syrtin's solution](#)

856.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[syrtin's solution](#)

857.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

858.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

859.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[syrtin's solution](#)

860.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[syrtin's solution](#)

861.

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[syrtin's solution](#)

862.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[syrtin's solution](#)

863.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

864.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[syrtin's solution](#)

865.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[syrtin's solution](#)

866.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[syrtin's solution](#)

867.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[syrtin's solution](#)

868.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

869.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[syrtin's solution](#)

870.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings
[syrtin's solution](#)

871.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[syrtin's solution](#)

872.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[syrtin's solution](#)

873.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

874.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[syrtin's solution](#)

875.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

876.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[syrtin's solution](#)

877.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

878.

1609B

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

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

[syrtin's solution](#)

879.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[syrtin's solution](#)

880.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

881.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[syrtin's solution](#)

882.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[syrtin's solution](#)

883.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[syrtin's solution](#)

884.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[syrtin's solution](#)

885.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

886.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

887.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

888.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[syrtin's solution](#)

889.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[syrtin's solution](#)

890.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)

891.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
[syrtin's solution](#)

892.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[syrtin's solution](#)

893.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[syrtin's solution](#)

894.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

895.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

896.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

897.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[syrtin's solution](#)

898.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[syrtin's solution](#)

899.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

900.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[syrtin's solution](#)

901.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[syrtin's solution](#)

902.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

903.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[syrtin's solution](#)

904.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[syrtin's solution](#)

905.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[syrtin's solution](#)

906.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, sortings
[syrtin's solution](#)

907.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

908.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[syrtin's solution](#)

909.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

910.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

911.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, graphs

[syrtin's solution](#)

912.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dp

[syrtin's solution](#)

913.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[syrtin's solution](#)

914.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[syrtin's solution](#)

915.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[syrtin's solution](#)

916.

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[syrtin's solution](#)

917.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[syrtin's solution](#)

918.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

919.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

920.

1428C

[ABBB](#) · [Tutorial](#)

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

[syrtin's solution](#)

921.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

922.

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[syrtin's solution](#)

923.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

924.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

925.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

926.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

927.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[syrtin's solution](#)

928.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[syrtin's solution](#)

929.

1335C

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

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[syrtin's solution](#)

930.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

931.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

932.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

933.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

934.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 1100 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[syrtin's solution](#)

935.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[syrtin's solution](#)

936.

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

937.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[syrtin's solution](#)

938.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[syrtin's solution](#)

939.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

940.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

941.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[syrtin's solution](#)

942.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[syrtin's solution](#)

943.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[syrtin's solution](#)

944.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[syrtin's solution](#)

945.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

946.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[syrtin's solution](#)

947.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[syrtin's solution](#)

948.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[syrtin's solution](#)

949.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[syrtin's solution](#)

950.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[syrtin's solution](#)

951.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

952.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

953.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[syrtin's solution](#)

954.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[syrtin's solution](#)

955.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
[syrtin's solution](#)

956.

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[syrtin's solution](#)

957.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

958.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,715 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[syrtin's solution](#)

959.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

960.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

961.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[syrtin's solution](#)

962.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[syrtin's solution](#)

963.

2002C

[Black Circles](#) · [Tutorial](#)

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

[syrtin's solution](#)

964.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

965.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[syrtin's solution](#)

966.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[syrtin's solution](#)

967.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[syrtin's solution](#)

968.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[syrtin's solution](#)

969.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

970.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[syrtin's solution](#)

971.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

972.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[syrtin's solution](#)

973.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[syrtin's solution](#)

974.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[syrtin's solution](#)

975.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[syrtin's solution](#)

976.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[syrtin's solution](#)

977.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[syrtin's solution](#)

978.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[syrtin's solution](#)

979.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

980.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[syrtin's solution](#)

981.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[syrtin's solution](#)

982.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

983.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[syrtin's solution](#)

984.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

985.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[syrtin's solution](#)

986.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

987.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[syrtin's solution](#)

988.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[syrtin's solution](#)

989.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

990.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[syrtin's solution](#)

991.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

992.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

993.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[syrtin's solution](#)

994.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[syrtin's solution](#)

995.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[syrtin's solution](#)

996.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[syrtin's solution](#)

997.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

998.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[syrtin's solution](#)

999.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[syrtin's solution](#)

1000.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[syrtin's solution](#)

1001.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[syrtin's solution](#)

1002.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1003.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[syrtin's solution](#)

1004.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[syrtin's solution](#)

1005.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

1006.

1527B1

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

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[syrtin's solution](#)

1007.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[syrtin's solution](#)

1008.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[syrtin's solution](#)

1009.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[syrtin's solution](#)

1010.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[syrtin's solution](#)

1011.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[syrtin's solution](#)

1012.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[syrtin's solution](#)

1013.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[syrtin's solution](#)

1014.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[syrtin's solution](#)

1015.

445A

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

Quality: 33,674 global accepts · Rating: 1200 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[syrtin's solution](#)

1016.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

1017.

9C

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

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[syrtin's solution](#)

1018.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1019.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[syrtin's solution](#)

1020.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1021.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

1022.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[syrtin's solution](#)

1023.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[syrtin's solution](#)

1024.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[syrtin's solution](#)

1025.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

1026.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[syrtin's solution](#)

1027.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[syrtin's solution](#)

1028.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1029.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[syrtin's solution](#)

1030.

1472D

[Even-Odd Game](#) · [Tutorial](#)

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

1031.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1032.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[syrtin's solution](#)

1033.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

1034.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[syrtin's solution](#)

1035.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[syrtin's solution](#)

1036.

1437B

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

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1037.

1433D

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

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[syrtin's solution](#)

1038.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[syrtin's solution](#)

1039.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1040.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[syrtin's solution](#)

1041.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[syrtin's solution](#)

1042.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1043.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1044.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[syrtin's solution](#)

1045.

1399C

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

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[syrtin's solution](#)

1046.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[syrtin's solution](#)

1047.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,925 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

1048.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

1049.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[syrtin's solution](#)

1050.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[syrtin's solution](#)

1051.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[syrtin's solution](#)

1052.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[syrtin's solution](#)

1053.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[syrtin's solution](#)

1054.

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[syrtin's solution](#)

1055.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1056.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[syrtin's solution](#)

1057.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1058.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[syrtin's solution](#)

1059.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

1060.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[syrtin's solution](#)

1061.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

1062.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1063.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[syrtin's solution](#)

1064.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

1065.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[syrtin's solution](#)

1066.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

1067.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

1068.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[syrtin's solution](#)

1069.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

1070.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1071.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[syrtin's solution](#)

1072.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[syrtin's solution](#)

1073.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[syrtin's solution](#)

1074.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[syrtin's solution](#)

1075.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[syrtin's solution](#)

1076.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[syrtin's solution](#)

1077.

459A

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

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

1078.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[syrtin's solution](#)

1079.

1150C

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

Rating: 1200 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[syrtin's solution](#)

1080.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

1081.

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[syrtin's solution](#)

1082.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

1083.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[syrtin's solution](#)

1084.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[syrtin's solution](#)

1085.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

1086.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[syrtin's solution](#)

1087.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[syrtin's solution](#)

1088.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[syrtin's solution](#)

1089.

492B

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

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[syrtin's solution](#)

1090.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1091.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[syrtin's solution](#)

1092.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[syrtin's solution](#)

1093.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

1094.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[syrtin's solution](#)

1095.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[syrtin's solution](#)

1096.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[syrtin's solution](#)

1097.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[syrtin's solution](#)

1098.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

1099.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

1100.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[syrtin's solution](#)

1101.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[syrtin's solution](#)

1102.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[syrtin's solution](#)

1103.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[syrtin's solution](#)

1104.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[syrtin's solution](#)

1105.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[syrtin's solution](#)

1106.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[syrtin's solution](#)

1107.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[syrtin's solution](#)

1108.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[syrtin's solution](#)

1109.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[syrtin's solution](#)

1110.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[syrtin's solution](#)

1111.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[syrtin's solution](#)

1112.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[syrtin's solution](#)

1113.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

1114.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[syrtin's solution](#)

1115.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

1116.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math
[syrtin's solution](#)

1117.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[syrtin's solution](#)

1118.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[syrtin's solution](#)

1119.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[syrtin's solution](#)

1120.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[syrtin's solution](#)

1121.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[syrtin's solution](#)

1122.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

1123.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[syrtin's solution](#)

1124.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[syrtin's solution](#)

1125.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[syrtin's solution](#)

1126.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[syrtin's solution](#)

1127.

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[syrtin's solution](#)

1128.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[syrtin's solution](#)

1129.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[syrtin's solution](#)

1130.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[syrtin's solution](#)

1131.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1132.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[syrtin's solution](#)

1133.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[syrtin's solution](#)

1134.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

1135.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[syrtin's solution](#)

1136.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2019-12-31 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[syrtin's solution](#)

1137.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1138.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1139.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[syrtin's solution](#)

1140.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[syrtin's solution](#)

1141.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[syrtin's solution](#)

1142.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: combinatorics

[syrtin's solution](#)

1143.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1144.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,350 global accepts · Rating: 1300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[syrtin's solution](#)

1145.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[syrtin's solution](#)

1146.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1147.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[syrtin's solution](#)

1148.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[syrtin's solution](#)

1149.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

1150.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[syrtin's solution](#)

1151.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

1152.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[syrtin's solution](#)

1153.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[syrtin's solution](#)

1154.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

1155.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[syrtin's solution](#)

1156.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[syrtin's solution](#)

1157.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[syrtin's solution](#)

1158.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[syrtin's solution](#)

1159.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[syrtin's solution](#)

1160.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

1161.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1162.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

1163.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

1164.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[syrtin's solution](#)

1165.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

1166.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[syrtin's solution](#)

1167.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

1168.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

1169.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

1170.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[syrtin's solution](#)

1171.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[syrtin's solution](#)

1172.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[syrtin's solution](#)

1173.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

1174.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

1175.

600B

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

Quality: 39,187 global accepts · Rating: 1300 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[syrtin's solution](#)

1176.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[syrtin's solution](#)

1177.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[syrtin's solution](#)

1178.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[syrtin's solution](#)

1179.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[syrtin's solution](#)

1180.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[syrtin's solution](#)

1181.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[syrtin's solution](#)

1182.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[syrtin's solution](#)

1183.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[syrtin's solution](#)

1184.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[syrtin's solution](#)

1185.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[syrtin's solution](#)

1186.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

1187.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[syrtin's solution](#)

1188.

459B

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

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[syrtin's solution](#)

1189.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[syrtin's solution](#)

1190.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[syrtin's solution](#)

1191.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[syrtin's solution](#)

1192.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[syrtin's solution](#)

1193.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[syrtin's solution](#)

1194.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[syrtin's solution](#)

1195.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[syrtin's solution](#)

1196.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1197.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1198.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[syrtin's solution](#)

1199.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

1200.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[syrtin's solution](#)

1201.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

1202.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[syrtin's solution](#)

1203.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

1204.

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

[syrtin's solution](#)

1205.

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

1206.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[syrtin's solution](#)

1207.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[syrtin's solution](#)

1208.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syrtin's solution](#)

1209.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1210.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[syrtin's solution](#)

1211.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[syrtin's solution](#)

1212.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[syrtin's solution](#)

1213.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[syrtin's solution](#)

1214.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

1215.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[syrtin's solution](#)

1216.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[syrtin's solution](#)

1217.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1218.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[syrtin's solution](#)

1219.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[syrtin's solution](#)

1220.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1221.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[syrtin's solution](#)

1222.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[syrtin's solution](#)

1223.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[syrtin's solution](#)

1224.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[syrtin's solution](#)

1225.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[syrtin's solution](#)

1226.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[syrtin's solution](#)

1227.

1606C

[Banknotes](#) · [Tutorial](#)

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

[syrtin's solution](#)

1228.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

1229.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[syrtin's solution](#)

1230.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[syrtin's solution](#)

1231.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[syrtin's solution](#)

1232.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[syrtin's solution](#)

1233.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[syrtin's solution](#)

1234.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[syrtin's solution](#)

1235.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[syrtin's solution](#)

1236.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[syrtin's solution](#)

1237.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1238.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[syrtin's solution](#)

1239.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[syrtin's solution](#)

1240.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices
[syrtin's solution](#)

1241.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

1242.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[syrtin's solution](#)

1243.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[syrtin's solution](#)

1244.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[syrtin's solution](#)

1245.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

1246.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[syrtin's solution](#)

1247.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[syrtin's solution](#)

1248.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[syrtin's solution](#)

1249.

1494B

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

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[syrtin's solution](#)

1250.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[syrtin's solution](#)

1251.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

1252.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[syrtin's solution](#)

1253.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[syrtin's solution](#)

1254.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1255.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[syrtin's solution](#)

1256.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[syrtin's solution](#)

1257.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[syrtin's solution](#)

1258.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[syrtin's solution](#)

1259.

1462D

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

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[syrtin's solution](#)

1260.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[syrtin's solution](#)

1261.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[syrtin's solution](#)

1262.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

1263.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[syrtin's solution](#)

1264.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

1265.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[syrtin's solution](#)

1266.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[syrtin's solution](#)

1267.

26B

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

Quality: 25,869 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1268.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1269.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[syrtin's solution](#)

1270.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,464 global accepts · Rating: 1400 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[syrtin's solution](#)

1271.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[syrtin's solution](#)

1272.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[syrtin's solution](#)

1273.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[syrtin's solution](#)

1274.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[syrtin's solution](#)

1275.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

1276.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[syrtin's solution](#)

1277.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[syrtin's solution](#)

1278.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

[syrtin's solution](#)

1279.

1374D

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

Quality: 31,100 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[syrtin's solution](#)

1280.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[syrtin's solution](#)

1281.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[syrtin's solution](#)

1282.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[syrtin's solution](#)

1283.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[syrtin's solution](#)

1284.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[syrtin's solution](#)

1285.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

1286.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[syrtin's solution](#)

1287.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[syrtin's solution](#)

1288.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[syrtin's solution](#)

1289.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[syrtin's solution](#)

1290.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[syrtin's solution](#)

1291.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[syrtin's solution](#)

1292.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1293.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[syrtin's solution](#)

1294.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1295.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[syrtin's solution](#)

1296.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[syrtin's solution](#)

1297.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[syrtin's solution](#)

1298.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[syrtin's solution](#)

1299.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[syrtin's solution](#)

1300.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[syrtin's solution](#)

1301.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1302.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1400 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

1303.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[syrtin's solution](#)

1304.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[syrtin's solution](#)

1305.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[syrtin's solution](#)

1306.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[syrtin's solution](#)

1307.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1308.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[syrtin's solution](#)

1309.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[syrtin's solution](#)

1310.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[syrtin's solution](#)

1311.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[syrtin's solution](#)

1312.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[syrtin's solution](#)

1313.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[syrtin's solution](#)

1314.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[syrtin's solution](#)

1315.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[syrtin's solution](#)

1316.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[syrtin's solution](#)

1317.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[syrtin's solution](#)

1318.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[syrtin's solution](#)

1319.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[syrtin's solution](#)

1320.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[syrtin's solution](#)

1321.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

1322.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[syrtin's solution](#)

1323.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[syrtin's solution](#)

1324.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

1325.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[syrtin's solution](#)

1326.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[syrtin's solution](#)

1327.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[syrtin's solution](#)

1328.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1329.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[syrtin's solution](#)

1330.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[syrtin's solution](#)

1331.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[syrtin's solution](#)

1332.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[syrtin's solution](#)

1333.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[syrtin's solution](#)

1334.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,741 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[syrtin's solution](#)

1335.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[syrtin's solution](#)

1336.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation
[syrtin's solution](#)

1337.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

1338.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[syrtin's solution](#)

1339.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[syrtin's solution](#)

1340.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1341.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[syrtin's solution](#)

1342.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[syrtin's solution](#)

1343.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[syrtin's solution](#)

1344.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, strings, two pointers

[syrtin's solution](#)

1345.

1419D2

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

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[syrtin's solution](#)

1346.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[syrtin's solution](#)

1347.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[syrtin's solution](#)

1348.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[syrtin's solution](#)

1349.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[syrtin's solution](#)

1350.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[syrtin's solution](#)

1351.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[syrtin's solution](#)

1352.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[syrtin's solution](#)

1353.

165B

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

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[syrtin's solution](#)

1354.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[syrtin's solution](#)

1355.

877B

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

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[syrtin's solution](#)

1356.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[syrtin's solution](#)

1357.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1358.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

1359.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[syrtin's solution](#)

1360.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1361.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1362.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[syrtin's solution](#)

1363.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[syrtin's solution](#)

1364.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[syrtin's solution](#)

1365.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[syrtin's solution](#)

1366.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[syrtin's solution](#)

1367.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[syrtin's solution](#)

1368.

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

1369.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[syrtin's solution](#)

1370.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1371.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

1372.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[syrtin's solution](#)

1373.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[syrtin's solution](#)

1374.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

1375.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[syrtin's solution](#)

1376.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[syrtin's solution](#)

1377.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

1378.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[syrtin's solution](#)

1379.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[syrtin's solution](#)

1380.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[syrtin's solution](#)

1381.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[syrtin's solution](#)

1382.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[syrtin's solution](#)

1383.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[syrtin's solution](#)

1384.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[syrtin's solution](#)

1385.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[syrtin's solution](#)

1386.

1323B

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

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[syrtin's solution](#)

1387.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[syrtin's solution](#)

1388.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[syrtin's solution](#)

1389.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[syrtin's solution](#)

1390.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[syrtin's solution](#)

1391.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1392.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

1393.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[syrtin's solution](#)

1394.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[syrtin's solution](#)

1395.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1396.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1397.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[syrtin's solution](#)

1398.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[syrtin's solution](#)

1399.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[syrtin's solution](#)

1400.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[syrtin's solution](#)

1401.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1402.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[syrtin's solution](#)

1403.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[syrtin's solution](#)

1404.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[syrtin's solution](#)

1405.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[syrtin's solution](#)

1406.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1407.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[syrtin's solution](#)

1408.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[syrtin's solution](#)

1409.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees
[syrtin's solution](#)

1410.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[syrtin's solution](#)

1411.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1412.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[syrtin's solution](#)

1413.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[syrtin's solution](#)

1414.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[syrtin's solution](#)

1415.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation,

trees

[syrtin's solution](#)

1416.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[syrtin's solution](#)

1417.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1418.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1419.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[syrtin's solution](#)

1420.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[syrtin's solution](#)

1421.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[syrtin's solution](#)

1422.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[syrtin's solution](#)

1423.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[syrtin's solution](#)

1424.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[syrtin's solution](#)

1425.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[syrtin's solution](#)

1426.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[syrtin's solution](#)

1427.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[syrtin's solution](#)

1428.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[syrtin's solution](#)

1429.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[syrtin's solution](#)

1430.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1431.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[syrtin's solution](#)

1432.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[syrtin's solution](#)

1433.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[syrtin's solution](#)

1434.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[syrtin's solution](#)

1435.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[syrtin's solution](#)

1436.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[syrtin's solution](#)

1437.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[syrtin's solution](#)

1438.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[syrtin's solution](#)

1439.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[syrtin's solution](#)

1440.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[syrtin's solution](#)

1441.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[syrtin's solution](#)

1442.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[syrtin's solution](#)

1443.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[syrtin's solution](#)

1444.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1445.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[syrtin's solution](#)

1446.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[syrtin's solution](#)

1447.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, greedy, implementation
[syrtin's solution](#)

1448.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)

1449.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers
[syrtin's solution](#)

1450.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1451.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[syrtin's solution](#)

1452.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[syrtin's solution](#)

1453.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[syrtin's solution](#)

1454.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[syrtin's solution](#)

1455.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,652 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
[syrtin's solution](#)

1456.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[syrtin's solution](#)

1457.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[syrtin's solution](#)

1458.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

1459.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[syrtin's solution](#)

1460.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[syrtin's solution](#)

1461.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[syrtin's solution](#)

1462.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1463.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[syrtin's solution](#)

1464.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[syrtin's solution](#)

1465.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[syrtin's solution](#)

1466.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[syrtin's solution](#)

1467.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[syrtin's solution](#)

1468.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[syrtin's solution](#)

1469.

822C

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

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[syrtin's solution](#)

1470.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings
[syrtin's solution](#)

1471.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[syrtin's solution](#)

1472.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
[syrtin's solution](#)

1473.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1474.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[syrtin's solution](#)

1475.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[syrtin's solution](#)

1476.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[syrtin's solution](#)

1477.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[syrtin's solution](#)

1478.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[syrtin's solution](#)

1479.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[syrtin's solution](#)

1480.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[syrtin's solution](#)

1481.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[syrtin's solution](#)

1482.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[syrtin's solution](#)

1483.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[syrtin's solution](#)

1484.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[syrtin's solution](#)

1485.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[syrtin's solution](#)

1486.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[syrtin's solution](#)

1487.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[syrtin's solution](#)

1488.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1489.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1490.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[syrtin's solution](#)

1491.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[syrtin's solution](#)

1492.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[syrtin's solution](#)

1493.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[syrtin's solution](#)

1494.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[syrtin's solution](#)

1495.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[syrtin's solution](#)

1496.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[syrtin's solution](#)

1497.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[syrtin's solution](#)

1498.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, math
[syrtin's solution](#)

1499.

1903D1

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

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[syrtin's solution](#)

1500.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[syrtin's solution](#)

1501.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[syrtin's solution](#)

1502.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[syrtin's solution](#)

1503.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[syrtin's solution](#)

1504.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[syrtin's solution](#)

1505.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[syrtin's solution](#)

1506.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[syrtin's solution](#)

1507.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[syrtin's solution](#)

1508.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[syrtin's solution](#)

1509.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[syrtin's solution](#)

1510.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[syrtin's solution](#)

1511.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[syrtin's solution](#)

1512.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[syrtin's solution](#)

1513.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[syrtin's solution](#)

1514.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[syrtin's solution](#)

1515.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[syrtin's solution](#)

1516.

1700C

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

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[syrtin's solution](#)

1517.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[syrtin's solution](#)

1518.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[syrtin's solution](#)

1519.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[syrtin's solution](#)

1520.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[syrtin's solution](#)

1521.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1522.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[syrtin's solution](#)

1523.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[syrtin's solution](#)

1524.

1625C

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

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[syrtin's solution](#)

1525.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[syrtin's solution](#)

1526.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[syrtin's solution](#)

1527.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[syrtin's solution](#)

1528.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[syrtin's solution](#)

1529.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[syrtin's solution](#)

1530.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[syrtin's solution](#)

1531.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[syrtin's solution](#)

1532.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[syrtin's solution](#)

1533.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[syrtin's solution](#)

1534.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[syrtin's solution](#)

1535.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[syrtin's solution](#)

1536.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[syrtin's solution](#)

1537.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[syrtin's solution](#)

1538.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[syrtin's solution](#)

1539.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[syrtin's solution](#)

1540.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[syrtin's solution](#)

1541.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[syrtin's solution](#)

1542.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[syrtin's solution](#)

1543.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation
[syrtin's solution](#)

1544.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[syrtin's solution](#)

1545.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[syrtin's solution](#)

1546.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[syrtin's solution](#)

1547.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[syrtin's solution](#)

1548.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp
[syrtin's solution](#)

1549.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[syrtin's solution](#)

1550.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[syrtin's solution](#)

1551.

1497E1

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

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

1552.

4D

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

Quality: 12,115 global accepts · Rating: 1700 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[syrtin's solution](#)

1553.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[syrtin's solution](#)

1554.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[syrtin's solution](#)

1555.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[syrtin's solution](#)

1556.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[syrtin's solution](#)

1557.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[syrtin's solution](#)

1558.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[syrtin's solution](#)

1559.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[syrtin's solution](#)

1560.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

1561.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[syrtin's solution](#)

1562.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1563.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[syrtin's solution](#)

1564.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[syrtin's solution](#)

1565.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[syrtin's solution](#)

1566.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1567.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[syrtin's solution](#)

1568.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[syrtin's solution](#)

1569.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,087 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1570.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[syrtin's solution](#)

1571.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[syrtin's solution](#)

1572.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[syrtin's solution](#)

1573.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
[syrtin's solution](#)

1574.

1472E

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

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

1575.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[syrtin's solution](#)

1576.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation
[syrtin's solution](#)

1577.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[syrtin's solution](#)

1578.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[syrtin's solution](#)

1579.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[syrtin's solution](#)

1580.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[syrtin's solution](#)

1581.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[syrtin's solution](#)

1582.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[syrtin's solution](#)

1583.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[syrtin's solution](#)

1584.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[syrtin's solution](#)

1585.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[syrtin's solution](#)

1586.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths
[syrtin's solution](#)

1587.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[syrtin's solution](#)

1588.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[syrtin's solution](#)

1589.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[syrtin's solution](#)

1590.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[syrtin's solution](#)

1591.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[syrtin's solution](#)

1592.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[syrtin's solution](#)

1593.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[syrtin's solution](#)

1594.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[syrtin's solution](#)

1595.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[syrtin's solution](#)

1596.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[syrtin's solution](#)

1597.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[syrtin's solution](#)

1598.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[syrtin's solution](#)

1599.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[syrtin's solution](#)

1600.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1601.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[syrtin's solution](#)

1602.

1367D

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

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[syrtin's solution](#)

1603.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[syrtin's solution](#)

1604.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[syrtin's solution](#)

1605.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[syrtin's solution](#)

1606.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1607.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[syrtin's solution](#)

1608.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[syrtin's solution](#)

1609.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[syrtin's solution](#)

1610.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[syrtin's solution](#)

1611.

1631D

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

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[syrtin's solution](#)

1612.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[syrtin's solution](#)

1613.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[syrtin's solution](#)

1614.

1582F1

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

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

1615.

1583D

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

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[syrtin's solution](#)

1616.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[syrtin's solution](#)

1617.

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[syrtin's solution](#)

1618.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation
[syrtin's solution](#)

1619.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[syrtin's solution](#)

1620.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[syrtin's solution](#)

1621.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[syrtin's solution](#)

1622.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[syrtin's solution](#)

1623.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[syrtin's solution](#)

1624.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[syrtin's solution](#)

1625.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers
[syrtin's solution](#)

1626.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[syrtin's solution](#)

1627.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force
[syrtin's solution](#)

1628.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
[syrtin's solution](#)

1629.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[syrtin's solution](#)

1630.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[syrtin's solution](#)

1631.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[syrtin's solution](#)

1632.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[syrtin's solution](#)

1633.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[syrtin's solution](#)

1634.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

1635.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[syrtin's solution](#)

1636.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[syrtin's solution](#)

1637.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[syrtin's solution](#)

1638.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[syrtin's solution](#)

1639.

1450D

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

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

[syrtin's solution](#)

1640.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[syrtin's solution](#)

1641.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[syrtin's solution](#)

1642.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[syrtin's solution](#)

1643.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[syrtin's solution](#)

1644.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[syrtin's solution](#)

1645.

2002D1

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

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

[syrtin's solution](#)

1646.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

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

[syrtin's solution](#)

1647.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[syrtin's solution](#)

1648.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[syrtin's solution](#)

1649.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[syrtin's solution](#)

1650.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[syrtin's solution](#)

1651.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[syrtin's solution](#)

1652.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[syrtin's solution](#)

1653.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[syrtin's solution](#)

1654.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[syrtin's solution](#)

1655.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[syrtin's solution](#)

1656.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[syrtin's solution](#)

1657.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,454 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[syrtin's solution](#)

1658.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings

[syrtin's solution](#)

1659.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1660.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1661.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[syrtin's solution](#)

1662.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[syrtin's solution](#)

1663.

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[syrtin's solution](#)

1664.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[syrtin's solution](#)

1665.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[syrtin's solution](#)

1666.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[syrtin's solution](#)

1667.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[syrtin's solution](#)

1668.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[syrtin's solution](#)

1669.

1928D

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

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

[syrtin's solution](#)

1670.

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

[syrtin's solution](#)

1671.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[syrtin's solution](#)

1672.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[syrtin's solution](#)

1673.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[syrtin's solution](#)

1674.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[syrtin's solution](#)

1675.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[syrtin's solution](#)

1676.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[syrtin's solution](#)

1677.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[syrtin's solution](#)

1678.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[syrtin's solution](#)

1679.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[syrtin's solution](#)

1680.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[syrtin's solution](#)

1681.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[syrtin's solution](#)

1682.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[syrtin's solution](#)

1683.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
[syrtin's solution](#)

1684.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[syrtin's solution](#)

1685.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[syrtin's solution](#)

1686.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[syrtin's solution](#)

1687.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[syrtin's solution](#)

1688.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[syrtin's solution](#)

1689.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[syrtin's solution](#)

1690.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[syrtin's solution](#)

1691.

1527B2

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

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[syrtin's solution](#)

1692.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[syrtin's solution](#)

1693.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[syrtin's solution](#)

1694.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[syrtin's solution](#)

1695.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[syrtin's solution](#)

1696.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[syrtin's solution](#)

1697.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[syrtin's solution](#)

1698.

1509D

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

Rating: 1900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[syrtin's solution](#)

1699.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings
[syrtin's solution](#)

1700.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[syrtin's solution](#)

1701.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[syrtin's solution](#)

1702.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[syrtin's solution](#)

1703.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[syrtin's solution](#)

1704.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[syrtin's solution](#)

1705.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[syrtin's solution](#)

1706.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[syrtin's solution](#)

1707.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[syrtin's solution](#)

1708.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[syrtin's solution](#)

1709.

1674E

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

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[syrtin's solution](#)

1710.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[syrtin's solution](#)

1711.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[syrtin's solution](#)

1712.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[syrtin's solution](#)

1713.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[syrtin's solution](#)

1714.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[syrtin's solution](#)

1715.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[syrtin's solution](#)

1716.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[syrtin's solution](#)

1717.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1718.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[syrtin's solution](#)

1719.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[syrtin's solution](#)

1720.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[syrtin's solution](#)

1721.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[syrtin's solution](#)

1722.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[syrtin's solution](#)

1723.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[syrtin's solution](#)

1724.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

1725.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

1726.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

1727.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1728.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[syrtin's solution](#)

1729.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[syrtin's solution](#)

1730.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[syrtin's solution](#)

1731.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[syrtin's solution](#)

1732.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy,

implementation, ternary search

[syrtin's solution](#)

1733.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[syrtin's solution](#)

1734.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[syrtin's solution](#)

1735.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[syrtin's solution](#)

1736.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[syrtin's solution](#)

1737.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[syrtin's solution](#)

1738.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[syrtin's solution](#)

1739.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[syrtin's solution](#)

1740.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[syrtin's solution](#)

1741.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[syrtin's solution](#)

1742.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[syrtin's solution](#)

1743.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[syrtin's solution](#)

1744.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[syrtin's solution](#)

1745.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[syrtin's solution](#)

1746.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syrtin's solution](#)

1747.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[syrtin's solution](#)

1748.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[syrtin's solution](#)

1749.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[syrtin's solution](#)

1750.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[syrtin's solution](#)

1751.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[syrtin's solution](#)

1752.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[syrtin's solution](#)

1753.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[syrtin's solution](#)

1754.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[syrtin's solution](#)

1755.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[syrtin's solution](#)

1756.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[syrtin's solution](#)

1757.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[syrtin's solution](#)

1758.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[syrtin's solution](#)

1759.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[syrtin's solution](#)

1760.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[syrtin's solution](#)

1761.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[syrtin's solution](#)

1762.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[syrtin's solution](#)

1763.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[syrtin's solution](#)

1764.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[syrtin's solution](#)

1765.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[syrtin's solution](#)

1766.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[syrtin's solution](#)

1767.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[syrtin's solution](#)

1768.

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

[syrtin's solution](#)

1769.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[syrtin's solution](#)

1770.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[syrtin's solution](#)

1771.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[syrtin's solution](#)

1772.

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[syrtin's solution](#)

1773.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[syrtin's solution](#)

1774.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[syrtin's solution](#)

1775.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[syrtin's solution](#)

1776.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[syrtin's solution](#)

1777.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[syrtin's solution](#)

1778.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syrtin's solution](#)

1779.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[syrtin's solution](#)

1780.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1781.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[syrtin's solution](#)

1782.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, data structures, divide and conquer, dp

[syrtin's solution](#)

1783.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[syrtin's solution](#)

1784.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[syrtin's solution](#)

1785.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[syrtin's solution](#)

1786.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[syrtin's solution](#)

1787.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[syrtin's solution](#)

1788.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syrtin's solution](#)

1789.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[syrtin's solution](#)

1790.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[syrtin's solution](#)

1791.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[syrtin's solution](#)

1792.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[syrtin's solution](#)

1793.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[syrtin's solution](#)

1794.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[syrtin's solution](#)

1795.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[syrtin's solution](#)

1796.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[syrtin's solution](#)

1797.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[syrtin's solution](#)

1798.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[syrtin's solution](#)

1799.

1928E

[Modular Sequence](#) · [Tutorial](#)

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

[syrtin's solution](#)

1800.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[syrtin's solution](#)

1801.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[syrtin's solution](#)

1802.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[syrtin's solution](#)

1803.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[syrtin's solution](#)

1804.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-17 · 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

[syrtin's solution](#)

1805.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[syrtin's solution](#)

1806.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[syrtin's solution](#)

1807.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[syrtin's solution](#)

1808.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[syrtin's solution](#)

1809.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[syrtin's solution](#)

1810.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[syrtin's solution](#)

1811.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[syrtin's solution](#)

1812.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[syrtin's solution](#)

1813.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[syrtin's solution](#)

1814.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[syrtin's solution](#)

1815.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[syrtin's solution](#)

1816.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[syrtin's solution](#)

1817.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[syrtin's solution](#)

1818.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[syrtin's solution](#)

1819.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[syrtin's solution](#)

1820.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[syrtin's solution](#)

1821.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[syrtin's solution](#)

1822.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[syrtin's solution](#)

1823.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[syrtin's solution](#)

1824.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[syrtin's solution](#)

1825.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees
[syrtin's solution](#)

1826.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[syrtin's solution](#)

1827.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[syrtin's solution](#)

1828.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[syrtin's solution](#)

1829.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[syrtin's solution](#)

1830.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[syrtin's solution](#)

1831.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[syrtin's solution](#)

1832.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[syrtin's solution](#)

1833.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[syrtin's solution](#)

1834.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[syrtin's solution](#)

1835.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[syrtin's solution](#)

1836.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[syrtin's solution](#)

1837.

1886E

[IWanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[syrtin's solution](#)

1838.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[syrtin's solution](#)

1839.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[syrtin's solution](#)

1840.

103433C

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

Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[syrtin's solution](#)

1841.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[syrtin's solution](#)

1842.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[syrtin's solution](#)

1843.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[syrtin's solution](#)

1844.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
[syrtin's solution](#)

1845.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[syrtin's solution](#)

1846.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[syrtin's solution](#)

1847.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[syrtin's solution](#)

1848.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[syrtin's solution](#)

1849.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[syrtin's solution](#)

1850.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[syrtin's solution](#)

1851.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[syrtin's solution](#)

1852.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math
[syrtin's solution](#)

1853.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[syrtin's solution](#)

1854.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[syrtin's solution](#)

1855.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[syrtin's solution](#)

1856.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[syrtin's solution](#)

1857.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[syrtin's solution](#)

1858.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[syrtin's solution](#)

1859.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[syrtin's solution](#)

1860.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[syrtin's solution](#)

1861.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[syrtin's solution](#)

1862.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[syrtin's solution](#)

1863.

741C

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

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[syrtin's solution](#)

1864.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[syrtin's solution](#)

1865.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[syrtin's solution](#)

1866.

896C

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

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[syrtin's solution](#)

1867.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[syrtin's solution](#)

1868.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[syrtin's solution](#)

1869.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[syrtin's solution](#)

1870.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[syrtin's solution](#)

1871.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[syrtin's solution](#)

1872.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[syrtin's solution](#)

1873.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[syrtin's solution](#)

1874.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[syrtin's solution](#)

1875.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[syrtin's solution](#)

1876.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[syrtin's solution](#)

1877.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[syrtin's solution](#)

1878.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[syrtin's solution](#)

1879.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[syrtin's solution](#)

1880.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[syrtin's solution](#)

1881.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[syrtin's solution](#)

1882.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[syrtin's solution](#)

1883.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[syrtin's solution](#)

1884.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[syrtin's solution](#)

1885.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[syrtin's solution](#)

1886.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1887.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[syrtin's solution](#)

1888.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1889.

100041A

[AD2CRAD\\$5CÔK](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1890.

100041C

[BÔCtAD\\$@Cä=CÔKCR GC AD°](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1891.

100041F

[BÔTÔsîD> CäB Dô1C'>CÔ8](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1892.

100041H

[AËCrial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1893.

100041G

[AËCÔ8D >C`LCÔKC' 1C'>C](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1894.

100034E

[B 8CÄP BC,,GCÔKCR CCt>D K](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1895.

100034D

[AD5D\\$A C#8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1896.

100034B

[AÄTDrAC,,0CÔAC=8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1897.

100034A

[B5CD0C=BCä@](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1898.

100034G

[A\\$EÖHCT1CÔ0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÀ](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1899.

100003H

[B,t,0DD°](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1900.

100003J

[B T0CÄ=C](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1901.

100003D

[AäTDTisC B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1902.

100003A

[AÄ5DtBCä C Cò@CäECä4C À Cò>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1903.

100003C

[AöTDrBC, 1CTACò@CTDC,,:D =D´5 C=CDK](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1904.

100003E

[AD@0äCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1905.

100003F

[A,,D\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1906.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[syrtin's solution](#)

1907.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[syrtin's solution](#)

1908.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[syrtin's solution](#)

1909.

1035321

[B15CÄ7E,,>CÔ0D" ?Câ CD BCÔ>CÄC D GCTBDO](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[syrtin's solution](#)

1910.

100549I

[B15D15C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1911.

100549J

[A5D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1912.

100549F

[ATUBDä](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1913.

100549A

[A7CäDCTAD >D %C >D](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[syrtin's solution](#)

1914.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1915.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1916.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1917.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1918.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

1919.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[syrtin's solution](#)

1920.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[syrtin's solution](#)

1921.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[syrtin's solution](#)

1922.

1531C

[B 8CÂt=CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp
[syrtin's solution](#)

1923.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[syrtin's solution](#)

1924.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[syrtin's solution](#)

1925.

1531A

[At8CÔ3Ct@!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[syrtin's solution](#)

1926.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[syrtin's solution](#)

1927.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[syrtin's solution](#)

1928.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1929.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[syrtin's solution](#)

1930.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[syrtin's solution](#)

1931.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[syrtin's solution](#)

1932.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[syrtin's solution](#)

1933.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[syrtin's solution](#)

1934.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[syrtin's solution](#)

1935.

1298F2

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

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[syrtin's solution](#)

1936.

1298F1

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

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[syrtin's solution](#)

1937.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[syrtin's solution](#)

1938.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, strings

[syrtin's solution](#)

1939.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[syrtin's solution](#)

1940.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, math

[syrtin's solution](#)